

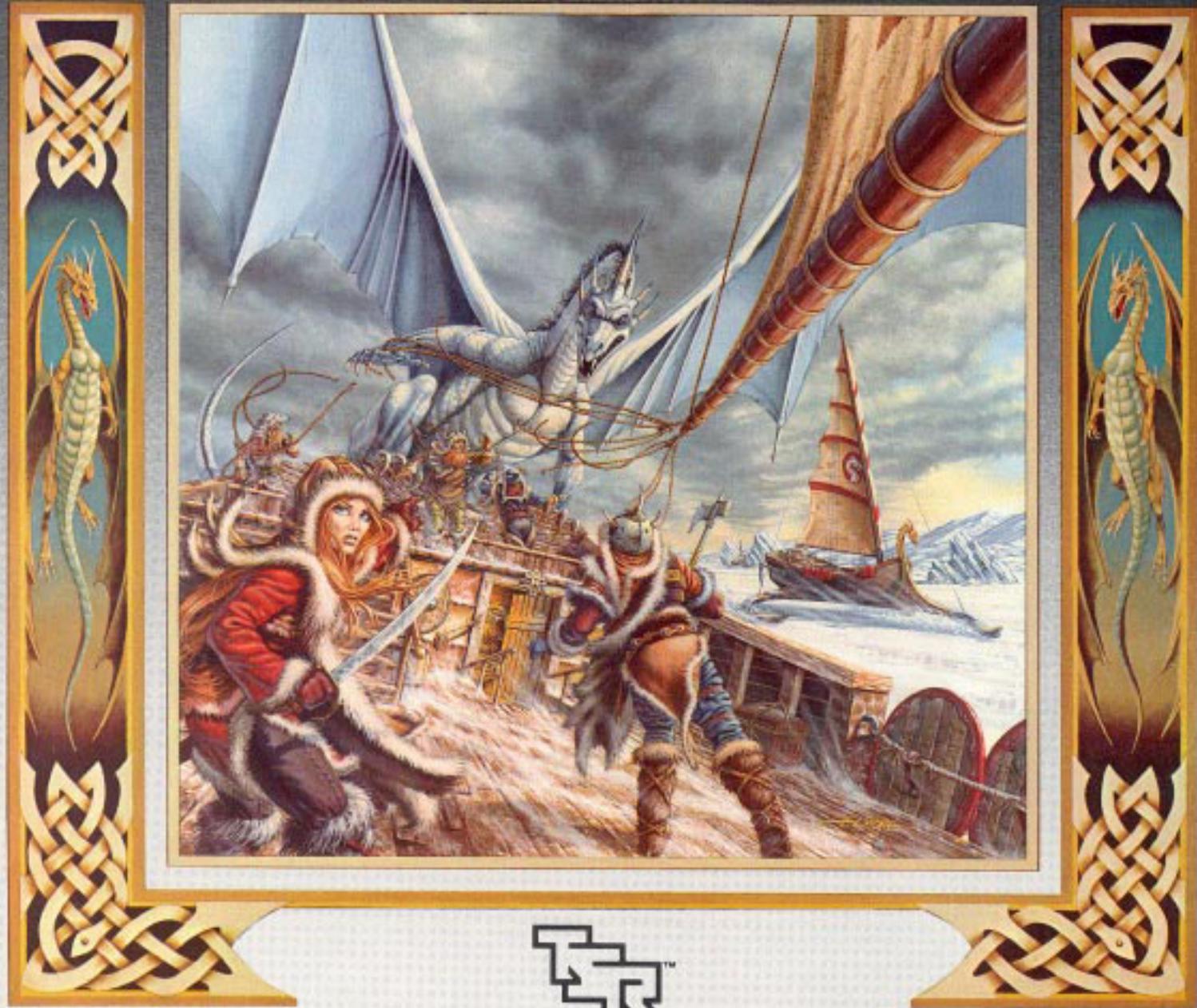
Advanced Dungeons & Dragons®

Dragonlance®

Official Game Adventure

Dragons of Ice

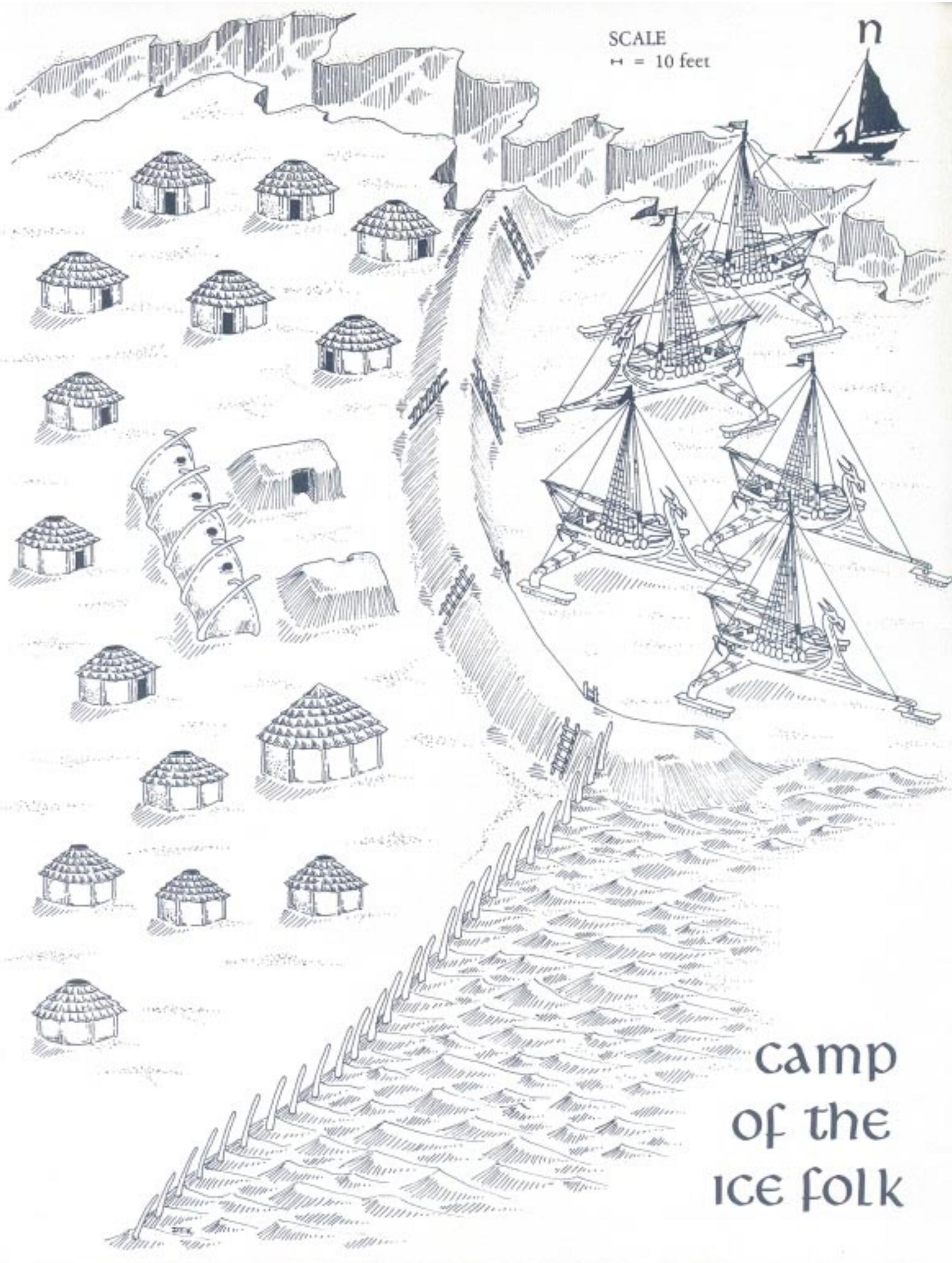
Douglas Niles

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

ADVANCED DUNGEONS & DRAGONS, DRAGONLANCE, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR Inc.

SCALE
10 feet

n



camp
of the
ice folk

Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Ice

Douglas Niles

TABLE OF CONTENTS

Prologue	3
<i>Wherein the story is told, and notes on play are given.</i>	
Chapter 1: The Fall of Tarsis	5
<i>A once-mighty city collapses into chaos before the dragonhordes.</i>	
Chapter 2: The Ice Reaches	9
<i>A road cold and forlorn leads to the Dragon Orb.</i>	
Chapter 3: The Ice Folk	13
<i>A band of barbarians may offer warmth and succor, or an icy death.</i>	
Chapter 4: Icewall Castle	21
<i>Frozen in the midst of the vast glacier, an ancient fortress guards a mighty secret.</i>	
Chapter 5: Icematic Bay	25
<i>A vessel from the past offers a pathway to the future.</i>	
EPILOGUE	26
<i>Wherein the heroes set sail westward to search for a mysterious isle of counsel and hope.</i>	
APPENDICES	28 and Inside Cover
<i>Here are given supplements to the tale. The new and unusual are explained, and chance meetings along the way are indicated.</i>	

CREDITS

Editor: Mike Breault
Product Design: Elizabeth Riedel
Cover Art: Larry Elmore
Interior Art: Diana Magnuson
Cartography: Dennis Kauth and Diesel

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd. ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, PRODUCTS OF YOUR IMAGINATION, and the TSR logo, are trademarks of TSR, Inc.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

©1981 TSR, Inc. All Rights Reserved. Printed in U.S.A.

Permission granted to photocopy or print this product for personal use.

TSR, Inc.
POB 756
Lake Geneva
WI 53147



TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

since the Cataclysm. Curse the High Priest of Istar for his pride! Trying to command the Gods, he called down their wrath. Krynn was punished with fire and flood, and much is forever lost. The greatest loss was knowledge of the Gods themselves – the world of Krynn has sunk into blasphemy these many generations, and clerics have lost the power to heal.

Mankind's separation from the True Gods opened the door to renewed evil. Dragons are once again in the world. They are commanded by human Dragon Highlords, and assisted by strange creatures called Draconians.

The Dragonarmies have now conquered much of Krynn, and soon all the lands will be under their sway. Evil, it seems, may soon triumph over good.

Through my Crystal Globe of Wisdom, I send my spirit to gather knowledge. And so I have found a glimmer of hope.

Five years ago, seven adventurers set out from the town of Solace to seek the True Gods. They did not succeed. In time, six returned: Tanis, Flint, Tasslehoff, Raistlin, Caramon, and Sturm. Of Kitiara, the seventh, beloved of Tanis, nothing was heard.

they were joined by Goldmoon and Riverwind. Goldmoon possessed a gift from the Gods: a crystal staff that healed any wound.

With its power, the Innfellows recovered the Disks of Mishakal, the writings of the Gods, and thus did knowledge of the True Gods return to Krynn.

Armed with these powerful weapons, the heroes returned to Solace, only to find the

people taken to a terrible slavery in the Dragonarmy's fortress of Pax Tharkas.

The heroes entered Pax Tharkas and rescued over 800 slaves, foiling the evil designs of the Dragon Highlord Verminaard.

Refuge for the escaped slaves found in the Hopeful Vale, and the heroes braved the dangers of Skullcap, fortress of Fistadantilus, who perished in the Dwarfgate War.

On that trek, the Seeker priest Elistan became the second true cleric of Krynn. And thus the High God Paladine re-entered the world of Krynn.

The heroes entered the secret gates of Thorbardin, the ancient kingdom of the dwarves, seeking haven for the refugees. The dwarven Thanes required that the heroes recover the Hammer of Kharas before the refugees would be allowed to pass through Thorbardin.

In the floating tomb of Derkin did the heroes put an end to Ember, the mighty red dragon; Verminaard, Dragon Highlord of the Red Wing, perished at the heroes' hands in battle within the temple of Stars.

The Hammer was recovered, and the long-sundered dwarven tribes were reunited under a High King.

The newly-crowned dwarven king allowed the heroes to lead the refugees through Thorbardin and granted them lands to the south.

To Tarsis the Innfellows journeyed, in search of ships to bear the refugees beyond the Dragonarmy's reach. No ships were found, but a new quest beckoned....

PROLOGUE

Notes for The Dungeonmaster

"Dragons of Ice" is the sixth module in the epic DRAGONLANCE™ series. It begins the second book of the DRAGONLANCE saga: Tales of Winter Night.

The DRAGONLANCE saga is a story. The modules recreate the conditions of the story with player characters cast into the roles of the epic's heroes. Thus, it is recommended that the module be played as part of the series using the player characters provided. If players wish to use their own characters, however, you should allow them to do so.

The characters listed on the cover are some of the heroes of the DRAGONLANCE epic. The equipment they begin this adventure with is listed on their character cards. If the party has played previous DRAGONLANCE game adventures the characters may have different equipment, depending on their success in those adventures.

If your party has played previous DRAGONLANCE game adventures, DL6 represents a major milestone. Here, the heroes are split into two groups. This module is just concerned with the southbound group—the Heroes of the Lance. Those characters not included in this group will return in DL10, "Dragons Of Dreams." Several new characters are added to the party so that players whose characters are not part of this adventure may play with new PCs. These heroes will make up the party for DL6 through DL9. If you have only six players, play Aaron as an NPC and do not play Derek. For 7-8 players, play the Knights as PCs (Aaron first, then Derek only if you have eight players).

If your group has played no previous modules in the series, they will start off in the ancient port city of Tarsis.

Tarsis originally prospered as a major seaport but, following the Cataclysm and resul-

tant rearranging of the surface of Krynn, it is now 40 miles inland. Tarsis is described in much greater detail in Chapter 1.

Each chapter in the story starts by listing several Events that occur at the times indicated, regardless of the actions or locations of the PCs.

Following the Events section, each chapter is broken into numbered Encounters, representing areas the PCs might visit.

For both Events and Encounters, those portions of text enclosed in boxes are to be read to the players.

Several maps are included with the module to aid play. The separate map sheet contains a wilderness map for the players and a more detailed map of the same area for the Dungeonmaster.

These maps display the lands around Tarsis and south onto the massive Icewall Glacier. The players' map is discovered by the heroes in Chapter 1, and may be used by the players from that point on.

On pages 16 and 17 are maps illustrating the levels of Icewall Castle, the goal of the heroes' quest in this module. Each map should be used by you to aid in describing the areas. Players should not be shown these maps, but may make their own maps based on your descriptions of the areas they visit.

If your players have not played previous DL adventures, you can assume that one of the characters is in possession of this weapon, found in the fortress of Pax Tharkas in DL2:

Wyrmslayer, 2-handed sword +3

This sword does twice normal damage when used against a dragon or draconian. (Determine damage as usual and then double the result.) *Wyrmslayer* is immune to the imprisoning effect when a Baaz draconian turns to stone. Whoever

holds *Wyrmslayer* by the hilt gains a +3 to saving throws vs. dragon breath weapons or any spell cast by a dragon or draconian.

Wyrmslayer gives off a loud buzzing sound when within 30 feet of a dragon (but not a draconian). This buzzing always wakes a sleeping dragon.

To begin this adventure, hand out the player character cards to your players. Those who were playing missing characters (Tanis, Tika, etc.) from previous DL modules should be given Elistan or one of the Knights of Solamnia. If players want to use their own characters from other campaigns, they may be allowed to do so—just make sure that the group is roughly as powerful and balanced as the party in the module.

At certain times in the module, characters may be called upon to make Ability Checks against one of their Character Abilities (Strength, Intelligence, Wisdom, etc.). The player rolls a d20; if the result is equal to or less than the character's score in that ability, the character succeeds. For example, a PC with a Dexterity of 15 attempts a Dexterity Check. If he rolls a 15 or less, he succeeds in his attempt; if the roll is 16 or more, he fails.

As a final note, remember that the DRAGONLANCE saga is complex. You, the Dungeonmaster, have a very important role to play in these modules. To run them well, you must read the modules carefully to visualize the story and to anticipate the players' actions. Read through the Encounters and check them against the maps, so that you will be able to describe the settings the heroes are moving through. Skim the Events before play, but simply use them in order during the game. You must subtly motivate the players to follow the DRAGONLANCE storyline. Sometimes, when players do the unexpected (as players are wont to do), you must improvise to keep the story on track.

The World of Krynn

True clerics carry a medallion symbolic of their deity, chosen from among the pantheon of Krynn's gods. The gods are listed on the disks of Mishakal, discovered in the black dragon's lair of Xak Tsaroth by the heroes. If you do not have this information (from DL5, "Dragons of Mystery"), assume that PC clerics are worshippers of either Mishakal, goddess of healing and growth, or Paladine, the high god of good.

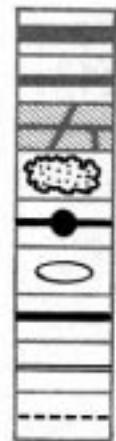
Dragons have been absent from Krynn for nearly 1,000 years. They are considered creatures of myth and fantasy by all who have not personally beheld them. Characters may be thought foolish, or liars, if they talk about dragons to any who have not seen them.

All PC elves are of the Qualinesti race.

The equivalent of a halfling in the world of Krynn is a *kender*. In addition to the standard abilities of AD&D halflings, *kender* have the special abilities of *Taunt* and *Fearlessness*. See Tasselhoff's extra character card on page 31 for more information about these traits.

All PC halflings have the above abilities.

Steel is the most valuable metal in the world of Krynn, gold being common and not very valuable. One steel piece (stl) is equivalent to one standard gp in purchasing power. PCs who enter Krynn from other worlds cannot automatically cash in their gold for steel pieces, however. They will find their personal wealth considerably reduced!



0 100' 200' 300' 400'



Chapter 1: The fall of Tarsis



This adventure begins in the ancient port city of Tarsis. If you are continuing from the First Book of the DRAGONLANCE™ series, read the "Campaign Start" section to your players. If this is the first DL module your group has played, begin with the "Game Start" section. Give the players the character cards on the back of the module cover. If you have played the first series of modules, you will notice that the party has changed significantly. The Events and Encounters in this chapter explain these changes.

Campaign Start

The refugees from Pax Tharkas are in the dwarven kingdom of Thorbardin, the safest place for them until the wars are over. True safety will be achieved only when the Dragonarmies are defeated. Your purpose in coming to the port of Tarsis was to obtain passage for the refugees to a safe place far from the conflict. Tarsis, a bustling center of trade and travel during the days before the Cataclysm, was the only hope you had of finding ships to take the refugees away.

But here, as in much of Krynn, things are not as they once were. The Cataclysm caused the sea to recede 40 miles, leaving Tarsis a dusty plains town. Beached ships still lie scattered about the ancient bay. Many have been overturned and now serve as homes and business establishments.

With no hope of sending the refugees overseas, you must attempt to achieve the downfall of the Dragon Highlords. This larger purpose shall guide your actions. The eternal battle between good and evil rages once again and the free peoples of Krynn call upon you to play your part.

Your visit to the city governor (to appeal for aid and to warn him of events in other lands of Krynn) has convinced you of the futility of expecting help from the Tarsian government. In the governor's audience chamber you found, much to your surprise, a draconian acting as trusted adviser!

The Knights of Solamnia are the former protectors of this city, but the name of the Knights has fallen into disrepute in these troubled times. You have been warned of this by a party of the Knights, who have come from Solamnia, far to the north of Tarsis, attempting to find aid for their homeland in its struggle against the Highlords. Here also you meet Alhana Starbreeze, a princess of the Silvanesti elves, who has traveled from Silvanost to request help for her people, also hard pressed by the dragonhordes.

You, Alhana, and the Knights have banded together after realizing that Tarsis is a dangerous place, offering no hope of aid. Some of your companions will remain

at the Inn of the Red Dragon to discuss plans with Alhana and most of the Knights, while you and a pair of the Knights will wander throughout Tarsis and beyond, if necessary, seeking sources of aid and advice in your struggle.

Leaving your comfortable quarters at the Inn, you have agreed to meet Alhana and the others back there in several days.

Begin with Event 1, played anywhere in Tarsis

New Game Start

The world of Krynn is wracked with turmoil. War rages across the land. Evil armies led by great dragons spread outward in a wave of conquest. The lands and peoples serving the cause of right and freedom grow fewer and fewer with each passing week.

You have all served the cause of good during this war. Your wandering trails have led you to this city of Tarsis. You met each other while staying at the Inn of the Red Dragon and have become friends.

Now draconians, the monster vanguard of the Dragonarmies, have appeared in the streets of this ancient city, and you smell treachery in the air. It seems that Tarsis's days of freedom are numbered.

So far, nothing has been able to stop the spread of the dragonhordes. There are rumors of weapons that might aid your

Chapter 1 Events

cause—powerful lances that slay the serpents, and mystical orbs that give control over the monsters. But no one has seen these mighty weapons, no one knows where to find them. Somewhere in this beleaguered and gloomy city you must find a ray of hope.

Below is a calendar of events, covering the time period the heroes are in Tarsis. Use this to fill in more details on the events preceding the start of this module.

Day 1: The heroes arrive in Tarsis after completing a rigorous journey from the dwarven kingdom of Thorbardin. The city is quiet and seems nearly deserted. The heroes rent several rooms on the second floor of the Inn of the Red Dragon.

Day 2: The heroes are stunned to see draconians walking openly through the streets. The people of Tarsis seem not to notice them. The PCs realize that Tarsis is not deserted, the city just has far fewer people than other cities of the same size.

Day 6: The heroes finally meet the governor of Tarsis. They discover that a draconian is his trusted adviser, and they barely escape arrest. They meet Alhana Starbreeze, a Silvanesti elf, who has come to Tarsis seeking aid for her besieged land.

Day 7: A band of the Knights of Solamnia reveals themselves to the heroes. They seek a means of combating the Dragon Highlords. Tanis, Goldmoon, Caramon, Raistlin, Tika, and Alhana accompany most of the Knights to the Inn of the Red Dragon to exchange information and consult on possible courses of action. Two Knights accompany the rest of the heroes (the PCs of this adventure) as they explore the city and look for sources of aid.

Day 8: Begin play with Event 1.

Events

Events occur at the suggested times, regardless of where the PCs are. You may need to modify the descriptions slightly to accommodate the PCs' surroundings, although this should rarely be necessary.

Event 1: The Old Man

This Event starts the adventure. It should occur when the heroes are together in Tarsis, and can happen on any street or in any building. If you have been playing the DL campaign, the old man in this Event is the same fellow the heroes encountered at the Inn of the Last Home, in Solace. Try to role play him so that the characters have a chance of recognizing him, but do not give his identity away unless a player specifically asks about the resemblance.

An old man clumps toward you, leaning heavily on a bent and worn staff.

"You there!" he wheezes. "I have something to tell you!" He hobbles forward unsteadily.

Unless the players flee or otherwise try to avoid the old man, continue the description.

"You seek knowledge, and I know where you can find it...an old library, unused and gathering dust for 200 years. There you will find what you seek...the knowledge of the road you must take from here! Follow!"

The old man turns and hobbles away. If any of the heroes follow, they are led to a narrow, darkened alley filled with refuse and clutter. The alley is deserted, it seems that even rats find nothing here to attract them. The old man stops at the end of the alley, and gestures to the apparently blank wall. If the heroes have followed, go to Encounter 1: The Library of Khrystann. The old man knows how to open the secret door.

Event 2: Panic in Tarsis

This Event occurs when the characters leave the library. The secret door is the room's only exit and it completely blocks the passage of sound, so the heroes have no indication that anything is going on until they leave.

A harsh wave of noise crashes inward as soon as the door is cracked open slightly. High-pitched screams, the pounding of hooves, the terrified bleating of animals, and a child's voice crying shrilly all assault the ears.

Outside, a heavy overcast sky presses low upon the city, muting the daylight to a dull gray. Several pillars of smoke snake skyward, grim indicators of troubles in Tarsis.

Out of the bedlam, a few voices, shrill with hysteria, can be distinguished. They are screaming things like: "The governor has turned to evil!" "The city is betrayed!" "Dragons are coming!"

The city erupted in panic when draconians suddenly appeared in the streets and occupied all the wall towers and gates. Dragons have been sighted overhead, though none can be seen right now. If NPCs are asked, the dragons that have been sighted have all been blue in color.

The governor, yielding to the influence of his draconian adviser, has turned over control of the city to the Dragonarmy.

Place the time of the PCs' emergence at noon. If they elect to continue into the street then, or at any time before dark, follow the sequence of events through to the end of the chapter. If the group does not come out until night has fallen, they find themselves in a nearly deserted city. In this case, only Events 4 and 5 apply.

Event 3: a Choice

This Event occurs soon after the heroes venture onto Tarsis's streets, if they emerge from the library during the daytime panic.

A packed throng surges like a raging torrent along the wide avenue outside the alley. Here and there, individual faces are visible, but in most places the panicked humanity is simply a blur moving west.

Carts and wagons, jammed to overflowing, toss and wobble amidst the crowd. Near the curb, a cart pulled by a scrawny ox lurches along. A bent old man and his gray-haired wife gently urge the poor beast forward. Although his urgency is apparent, he does not lay a lash to the beast.

Suddenly, a burly fighter leaps onto the cart, sending the old man sprawling to the pavement. Two other thugs, eyes crazed with fear, grab at the old woman and send her after her husband.

If they help the old couple, the heroes find themselves facing six thugs and two thieves (see the Monster Statistics Chart for statistics).

The thugs, if attacked, fight savagely until it becomes obvious that they will not be able to steal the cart. The thieves dart from the crowd after the battle begins to try for a *backstab*. If it looks like the NPCs are losing the fight, they flee into the throng, presumably in search of easier prey. The old couple thank the heroes profusely, and are met later on (Event 7 in Chapter 2).

If the PCs do not intervene here, the fighters make off with the wagon and escape from the city. In this case, the heroes meet these same thugs in Event 7.

Chapter 1 Encounters

Event 4: The Blue Lady

Read this Event verbatim if the heroes move through Tarsis by day. If they leave the library at night, remove all references to the crowds (the streets will be deserted) and let the PCs see the dragon and rider by the light of Krynn's moon.

The panic of the crowd takes on a new edge of hysteria as a grim shadow passes overhead. Gliding low over the city, a blue dragon soars with insolent grace. Dark, possibly blue, armor gleams from the rider on the dragon's back; as the wyrm banks through a turn, a wave of black hair can be seen trailing from the Dragon Highlord's helmet.

Ignoring the bedlam that its passage creates, the serpent heaves its leathery wings and climbs to the level of Tarsis's tallest tower. Here it alights, eyeing the city with disdain. The slight figure of the rider is visible next to the monster, her face hidden by the grotesque mask typical of the conquerors.

This is a foreshadowing of future events, and not intended as a combat. If the heroes make an attack, the dragon and rider fly away. However, you should then *double* the number of draconians that attack the PCs in Event 5.

Event 5: The hunters

Occuring whether the heroes move by day or night, this Event involves a group of draconians specifically sent to Tarsis to find and kill the PCs.

Before running this encounter, refer to the Draconians pages (28 and 29) in this module for the Kapaks' statistics.

The draconians have orders to detain all armed citizens. If you are running DL6 as a continuation of the DL campaign, you may assume that word of the heroes' actions has spread through the dragonarmies, and the party is actively sought by the draconians.

If this Event occurs during the day, any nearby citizens of Tarsis run frantically toward the nearest exit, leaving the heroes and monsters alone in the street.

If the PCs elect to move through Tarsis by night, however, they are much more noticeable in the deserted streets, and the draconians are able to ambush them. The Kapaks will leap onto the heroes from rooftops and spring out at them from darkened alleys.

This group of monsters should be increased to 32 draconians if the heroes attacked the blue dragon and its rider. (She is a Dragon Highlord and exacts a high price for such insolent aggression.)

Event 6: a Cry for help

This Event occurs just before the heroes leave the city. Several accomplished assassins have been hired by the Dragon Highlords to murder the Knights of Solaenia. They perform this function to the best of their abilities but will not be suicidal in their attempts to carry out orders.

The attack takes place as the heroes near the city limits. The characters hear an old woman call for help from a nearby dark alley. The alley is 20 feet wide by 40 feet deep. The woman is at the far end of the alley, being beaten by a group of children. Concealed in the shadows along the walls are four assassins. The old woman is actually an assassin in disguise. (The children have been paid to pretend to beat the "woman," and then run away when the heroes approach.)

The attack occurs when the entire party has entered the alley, or when it becomes apparent that the group is not falling for the trick. Refer to the Monster Statistics Chart for the assassins' statistics.

Each assassin is armed with a longsword and an envenomed dagger. Each dagger has enough venom for one hit. The assassins attempt to *backstab* with their daggers. If the victim does not succumb to the poison (the player makes his saving throw vs. poison), the assassins attack with their swords.

If the assassins complete their mission, or if all the assassins have lost at least half of their hit points, they will flee. If captured, they will not talk about who hired them, although a *charmed* assassin will mention the "Blue Dragonlady."

ENCOUNTER AREAS

General Information

When Krynn was rocked by the Cataclysm, the ancient port city of Tarsis was left virtually unscathed. Her high walls, the elegant governor's palace, and maze-like marketplace all survived the disaster in good shape.

The city was nevertheless affected in that the bountiful sea—the city's food source and highway to the world-receded into the desert. Now, a dusty road leads 40 miles to the nearest open water, and the population of Tarsis has shrunk to a fraction of its former numbers. Most of the people live in the central city; areas on the outskirts are often deserted.

Tarsis is protected on three sides (north, east, and south) by a 20-foot-high wall, with 50-foot-high towers placed at irregular intervals along the wall (see the map of Tarsis on page 4). Each of the three walled sides has a wide gate flanked by two towers in the center

of the wall. Normally, each tower would be manned by a dozen guards, but by the time the adventure begins the guards have panicked and fled.

The weak spot in the defense of the city is the western side, formerly the waterfront. When the sea receded during the Cataclysm, this area was left unprotected, and is now merely a gradually sloping area of smooth ground, leading up to some wooden wharfs and docks and a 5-foot-high wall.

1. Library of Krystann

This long-forgotten chamber is a basement room beneath a block of run-down houses. Entrance is gained through a secret door, operated by stepping down on a flagstone on the ground right outside the door.

If you have played DL4 and the players took (against Kharas/Evenstar's advice) the ruby-colored spectacles in the Banquet Hall of Derkin's Tomb (Encounter 32), the platinum-framed spectacles mentioned below do not appear. The PCs should have one, and only one, magical artifact that enables them to read any writing.

A puff of stale, dry air emerges as the door swings inward. A narrow flight of stone steps leads downward. The stairs are coated with several inches of undisturbed dust.

The stairway leads to a huge, low-ceilinged room with many tables and chairs grouped neatly throughout the area. The walls are lined with shelves holding hundreds, perhaps thousands, of musty tomes.

Everything in the room is covered with a thick layer of dust. Several books lie open on one of the tables. Next to the books rest a small pair of spectacles with platinum frames.

The spectacles are the *Glasses of Arcanist*. They are too small for most characters' heads, but will fit on a kender. See page 32 for a complete description of these glasses. If the characters conduct a thorough search of the library, they will find the following additional magical items:

Clerical Scroll with three *cure serious wounds* spells

potion of invisibility, two doses

A map of the Ice Reaches (give the players the less detailed half of the large map included with the module).

Perusing the books on the table reveals writing in an ancient and forgotten language.

Chapter 1 Encounters

Magical means (the *Glasses of Arcanist*) are required to translate. If the heroes read the tomes, they find a number of references to an *Orb of Dragon Control*. This mysterious item is said to be in Icewall Castle (shown on the Ice Reaches map).

2. Old Waterfront

A low seawall runs along the ancient shoreline. Now the wall simply divides the upper and lower portions of the city. In the old harbor a number of ship hulls have been turned over and used as houses, shops, and inns. Several breaks in the seawall allow easy access between the lower and upper city.

The folk inhabiting the overturned boats are generally the poorer residents of the old city. This part of town is also the area where most of the night life happens, as well as most of the crime. Thieves are common here, as are fortune-tellers, dancers, fighters, drunks, and strumpets. The atmosphere is generally rough but friendly, and no one is interested in asking questions of strangers.

The people of the waterfront are more pragmatic about the Highlords and draconians than the inhabitants of the upper city. When the attack on the city occurs, the lower city is not subject to the panic and hysteria that strike the more affluent sections of town.

3. Upper City

This region of Tarsis has seen little change since long before the time of the Cataclysm. The well-paved avenues, stately elm trees, and marble columns of the governor's palace all survived the upheaval relatively intact. The people of this part of town are generally well-to-do folk with an arrogant understanding of their own importance in the isolated city of Tarsis.

The fact that Tarsis survived the Cataclysm when so many other cities were destroyed has caused the upper-class citizens to be contemptuous of any threat to their way of life.

This contempt accounts for the city's complete lack of preparation for the arrival of the Dragonarmy. The small groups of draconians that had been arriving in the city were regarded as emissaries, slightly uncouth it's true, but no more worthy of concern than any other visitors. Traitors in the governor's palace have helped pave the way for the murderous takeover that will destroy this complacent attitude forever.

4. Inn of The Red Dragon

When the heroes try to return to the Inn of the Red Dragon, read this passage.

The hysterical throngs make travel through the streets of Tarsis difficult, but finally the Inn of the Red Dragon comes into sight. The wide plaza before the Inn is nearly empty, in stark contrast to the crowded thoroughfares encountered elsewhere.

Suddenly the reason for this becomes apparent, as a streak of blue flashes across the plaza. With a loud "crack," followed by a sharp sizzling sound, a bolt of lightning flashes from the shape overhead. Boards and stone erupt from the second floor of the Inn as the breath of a blue dragon wrecks destruction.

Another crack, and another, follow in quick succession as a flight of blue dragons wheels majestically overhead, raining destruction upon the ancient building. Soon, the Inn of the Red Dragon is reduced to a blazing inferno, flames licking eagerly skyward from the rubble.

Suddenly, the dragons wheel in formation, and struggle to gain altitude. Beyond them, approximately 10 creatures can be seen flying steadily to the east. In a few minutes, the dragons and their air-borne quarry are out of sight.

Allow all characters witnessing this chase to make Intelligence Checks. Every character who succeeds notices one of the following facts. The information is to be given to the party in order, one fact per successful check, so three heroes must pass their check before all the facts are learned.

- 1) The dragons are chasing griffons.
- 2) The griffons bear human-sized creatures on their backs.
- 3) The character on the last griffon has a long shock of blond hair trailing in the wind.

5. The City Gates

The dry wharf region on the western edge of town leads to open plains and freedom. This is where most of the refugees are heading, although the crowds disperse in all directions once they are a mile or two from the city.

The gates and walls on the north, south, and east sides are all controlled by the army of the Dragon Highlords. If the heroes try to exit the city in any of these directions, they will encounter 12 Kapak draconian guards.

These draconians are watching the city gate. Six more, with the same statistics, are in the guard towers on each side of the gate. If the PCs battle the gate guards these tower draconians will be able to join the fight in 10 rounds.

Return To Tarsis

If the heroes decide to return to Tarsis after making their escape, they will find that the city has settled down considerably. Shopkeepers and tavernowners are suspicious of strangers, but offer service at somewhat inflated prices. Draconians are to be found throughout the city.

The governor is completely cowed by the takeover and, if visited again, does not listen to any advice unfavorable to his new allies. His palace guard has been completely replaced by draconians.

The general atmosphere of the city is one of suspicion and selfishness. Very few citizens are willing to risk rocking the boat. If the heroes try to discuss subversion with any of Tarsis's citizens, there is a 66% chance that the citizen will report the conversation to the draconian guards. There is only a 10% chance that a citizen will be interested in aiding the heroes.

There is an underground resistance movement starting within the city. The 10% of the population that might aid the heroes can put them in touch with the underground. The resistance is basically a collection of thieves and fighters who resent the dictatorial style of the new rulers. The resistance is not ready to mount an overt attack, however, and will counsel the heroes to leave town until the time for an attack arrives. If pressed, they reveal that they don't expect anything dramatic to happen for the next year.

Chapter 2: The Ice Reaches



events

The populace of Tarsis, and presumably the PCs, is fleeing the city. The Dragonarmies are advancing on Tarsis from the north, east, and west, while the chill vastness of Icewall Glacier looms to the south. The draconians will capture most of the refugees and return them to the city.

Event 7: Just desserts

The course of this Event is determined by the heroes' actions (or lack thereof) in Event 3. If the party aided the old couple, allowing them to flee the city on their cart, the group meets this same old couple on the first evening outside of Tarsis.

If, however, the characters allowed the thugs to make off with the couple's cart, this Event is a raid by the thieves and fighters on the heroes' camp in the middle of the night.

The Old Couple

The creaking of ancient wooden wheels announces the arrival of a loaded oxcart, driven by a whiskered old man. A gray-haired woman sits beside him on the seat. You recognize them as the couple who nearly lost their cart to thieves in Tarsis.

The old folks are friendly and talkative, finally asking if they could spend the night in the party's camp.

If the PCs agree to this, the couple will be visibly relieved and will settle in near the campfire. Later that evening, the old man fixes his eyes on one of the PCs, ideally a fighter. He then makes the following statement:

"A hard job it is that you have before you. Still, if there be any in Krynn who can accomplish it, my gold will be riding on you.

"The glacier calls, doesn't it? You'll be on the ice before too long unless I miss my guess, for that's where you're needed. Some advice for all of you: Follow the path of the white bear, for those you aid shall aid you in return."

Even if questioned, the old man has no more advice to offer. In the morning, he and his wife take a route to the east, hoping to avoid the worst of the dragonhordes.

The Thugs

Check the statistics for these NPCs on the Monster Statistics Chart before running this Event. The two thieves and six thugs sneak up to the PCs' camp in the middle of the night.

These NPCs have a *potion of invisibility* with two doses, and the thieves consume this before the raid. They will attempt to sneak into the camp and steal any magical items they can find.

The fighters remain 60 feet from the camp, on the side opposite the thieves. They will create a distraction, if necessary, to draw attention away from the thieves. The group hopes to get into the camp, steal what they can, and escape without arousing the heroes. If the thieves are caught by the PCs, the fighters attack the camp in an attempt to free them. When half of the thugs are dead or unconscious the rest run away.

Event 8: Signs of The ancients

This Event occurs the day after the PCs leave Tarsis, whether or not they have moved onto Icewall Glacier.

A huge, cage-like object dully reflects the autumn sunlight. Nearly 20 feet high and five times as long, it lies about 100 feet to the right of the path. A great white block with two melon-sized hollows in it lies at one end.

Beneath the empty sockets gapes a maw studded with sharp teeth, and now the object is recognizable as the skeleton of

Chapter 2 Events

some long-dead creature. In size it surpasses even the awesome dragons, yet the massive skeleton, stranded on the dry sea bottom, inspires more pity than fear. One-time lord of the sea, the giant creature proved no match for the incredible force of the Cataclysm.

Throughout the journey across the plains, and on those sections of the glacier where the ice is thin, similar massive relics are seen frequently by the heroes.

Event 9: The White Bear

This Event occurs at the end of the first day of travel across Icewall Glacier.

The sounds of savage combat erupt from behind a large block of ice just ahead of you. Snarls, growls, battlecries, and screams of pain all indicate that a titanic struggle is taking place.

If any characters advance 100 feet, they may look around the iceblock and observe the following scene:

Twisting in futile rage against the many ropes bound to its limbs, a polar bear struggles and roars in frustration. Though huge and fierce, the bear is obviously unable to free itself and is at the mercy of its captors.

Holding the ends of the ropes are six unusual creatures. Manlike in form, these creatures have the heads of bulls! A pair of massive horns curve forward from the head of each individual, and flaring bovine nostrils spout frosty breath.

Five of the bull-men are pulling on ropes tied around each of the bear's limbs as well as its stocky neck. The sixth bull-man is armed with a slender spear. While the others divert the bear's attention, he runs forward and thrusts the spear into the animal's flank, producing bellows of pain from the bear and peals of bestial laughter from his comrades.

The humanoid creatures are minotaurs, members of another race that has fallen in with the Dragonarmies. The PCs have heard stories of minotaurs inhabiting the wastelands that were once the ancient kingdom of Istar, far to the north and west of the plains of Tarsis. The minotaurs are part of the Dragon Highlords' forces on Icewall Glacier because the draconians are unable to operate effectively in the bitterly cold environment.

The polar bear is the white bear of the old man's prophecy. If the heroes attack the minotaurs, the bear will fight any of the monsters it

can reach (see the Monster Statistics Chart! for minotaur and polar bear stats. The bear has already taken 18 points of damage from the minotaurs). As soon as fewer than three minotaurs are holding the bear, it wrenches free of its bonds and attacks the remaining monsters. If the minotaurs are driven off, the bear is wary of the PCs, but not hostile or frightened.

If the heroes make friendly advances toward the bear, either by feeding or healing it, it may be considered tame, and will accompany the party as long as they remain on the glacier.

The bear will provide valuable assistance in crossing the treacherous glacier. Whenever a snow-covered crevasse is encountered, the bear will stop and grunt a warning. Also, the bear has only a 1 in 6 chance of being surprised, and will warn the heroes if it detects the approach of other creatures.

Event 10: The Thanoi

This event occurs in the late afternoon of the third day the heroes spend on the glacier.

An unusual shape is visible ahead. Covered by frost and drifting snow, it vaguely resembles a ship, cast ashore by the whim of some powerful current.

The splintered end of a long mast rises at an angle from the wreck, and a wooden hull is visible through the snow cover in several places. Two long pieces of wood lie nearby, their purpose not immediately apparent. They are as long as the mast, and have sharply bent ends and large brackets bolted to their sides.

This is the battered wreck of an iceboat, formerly crewed by the men of Harald Haakon (see Chapter 3). The crew had completed a peat-gathering expedition and was sailing back to the camp of Harald's Ice Folk when they struck an ambush prepared by the savage thanoi, or walrus-men, that prowl the glacier. The ship was wrecked in the crash, and the thanoi had no trouble disposing of the disoriented and injured crew. Now five of the monsters are concealed in the boat, waiting to ambush any would-be rescuers.

The thanoi attack when the heroes have come within 50 feet of the wreck. One of the thanoi carries a *Frostreaver* (see page 32) the others attack with battle axes or their tusks. Refer to page 30 for a complete description of the thanoi.

Suddenly, several bulky figures leap out from behind the hull. They are humanoid, but 7 or 8 feet tall and correspondingly broad. Awkwardly, but with surprising

speed, they rush forward with upraised battle axes.

As they approach, you notice that long tusks growing from each side of the creatures' mouths jut downward like a pair of vicious lances. A grunting, vaguely snarling noise seems to come from the monsters.

The thanoi, stupid and unused to dealing with experienced characters, fight to the death. If the heroes examine the iceboat, read the following passage.

Even though night is closing in, a few things can be learned about the mysterious ship. It seems to be designed for sailing on ice, not water. The curved blades are actually runners, with hardened edges to ease travel across the icy surface of the glacier. Although the hull is solid, it does not appear to be watertight.

The far side of the hull looks like the deck of any hardy sea-going vessel. A cabin takes up most of the afterdeck, and ropes and canvas are connected to the broken mast. Several bodies, clad in thick furs, lie on the snow here.

The bodies are the original crew members of the ship. All are human. If the vessel is examined, the heroes find a large hold belowdecks. Although the ship is lying at an angle to the ground, it is not difficult to climb aboard and examine her.

The cabin was once a chamber of relatively luxurious furnishings, considering the harsh environment of the glacier. A huge bed has been thrown against the far wall, the frame and mattress destroyed in the crash. Goosefeathers coat the entire cabin like an artificial snowcover. A large and fluffy quilt seems to have survived undamaged. In the center of the cabin, a small iron stove has been wrenched free of its moorings and twisted onto its side. No ashes can be seen, and certainly the ship would have burned down if a fire had been going at the time of the wreck. A small wardrobe has landed in the corner, splintering open to reveal several large fur capes and tunics.

If the characters take time to collect warm clothing, they discover five furs here, each just large enough to protect one person from the ravages of the cold. The clothing on the bodies of the crew members is ruined and cannot be used.

Chapter 2 Encounters

The hold, located below the main deck, is packed nearly full with chunks of a thick, clay-like substance. Strands of moss and fungi cling to it, and a number of digging and hauling tools are strapped to the deck near the hatches.

If the heroes elect to spend the night here, they may do so in some comfort because of the fuel and windbreak provided by the iceboat. If they decide to move on, they notice that it is fast becoming dark and cloudy, with a rising wind and plummeting temperature. Regardless of where the heroes spend the night, the following Event occurs.

Event 11: Winter's Rage

The moaning of the wind gradually grows to a scream as the bitter night slowly passes. The cold is so intense that beards grow frosty and eyelashes, if closed for a brief period, become frozen shut and are hard to reopen.

Sometime after midnight, snow begins to fall. This is not a mild dusting, such as often occurs in the lands around Solace during the dark months of winter, but a savage blizzard that lashes at bodies and souls with the force of chill dragon's breath. Stinging needles seem to strike every bit of exposed flesh, and even several layers of clothing do little to conserve body heat.

If the heroes spend the night at the wreck, the experience will be miserable, but not life-threatening. If they left the ship and are simply camping on the glacier, however, each character takes 2d6 points of damage from exposure. Each fur a character is wearing lessens this damage by two points.

The storm lasts for several days. If the heroes remain with the wreck, they survive the storm with little difficulty. If they are out on the ice, however, the damage given above is repeated every day. Visibility is non-existent in the swirling snow, so there is only a 20% chance that the heroes can return to the iceboat once they have gone more than 600 feet from it. If they do not find the boat, the heroes become completely lost. No creatures will be encountered during the blizzard, but if the party moves there is the usual chance of a crevasse encounter.

This Event continues until a character has fallen below 12 hp, if the party is out on the glacier, or until four days pass, if they are staying in the iceboat. After the allotted time is up, proceed to Event 12 in Chapter 3.

ENCOUNTER Areas

Each of the regions listed here is marked on the area map found in the secret library. As the group moves into a new area, refer to the numbered sections to describe the terrain or inhabitants encountered. Be sure to use the Random Encounter Chart (on the inside cover of the module) as needed!

Each Encounter is keyed to a specific area on the map of the Ice Reaches and occurs only if the heroes enter the area; thus, some of the Encounters might not be used.

Because of the nature of this adventure, the players may elect to take the heroes almost anywhere. They should certainly be allowed to do this, but you should be aware that the future of the story awaits on Icewall Glacier. If the characters move so far to the north, east, or west that they are about to leave the area covered by the Ice Reaches Map, they encounter elements of the Dragon Highlords' armies.

These elements are scouting parties of Kapak draconians. The first group encountered consists of four Kapaks. The group size doubles each time the PCs encounter another scouting party. If the PCs do not turn back after encountering the fifth group of Kapaks, have the White Stag appear and lead them toward Icewall Glacier.

In this way you can direct the players back toward the glacier and the continuation of the DRAGONLANCE™ epic.

6. Tarsis

If the characters do not leave Tarsis with the evacuating populace, they find themselves in a city overrun by the Dragonarmy. Groups of Kapak and Baaz draconians roam the streets constantly; when the heroes venture out of the library they will meet a group of 16 Baaz draconians.

Every day following the fall of Tarsis, more and more fleeing citizens are captured and returned to the city. The Dragon Highlords are primarily interested in occupying Tarsis and moving their forces onward, so the city will not be razed. Instead, a puppet governor loyal to the Highlords will be installed and given a force of 200 Baaz and 300 Kapak draconians to aid in keeping order and putting the city back to normal.

As the citizens are returned to the city, the most militant are locked up in the dungeons. Most of the people are put back to their old tasks, with the added burden of heavy taxes owed the Highlords.

If the PCs stay in Tarsis for more than three days after it falls, arrange to have them captured by draconians and thrown into the puppet governor's dungeons. They will be

told that they must await the arrival of the "Blue Lord," who will determine their fate. The governor strongly, and with evident glee, hints that he expects them to be sentenced to death.

Once the heroes are in the dungeon, they notice rats entering and exiting through a rusty grate. A strong character can bend the bars, allowing the party to escape through the city's sewer system to the waterfront, and thus flee to the south. If the PCs do not take this chance to escape, and do not manage to escape by any other means, they will eventually (in 1-20 days) be taken by the draconians to the outskirts of town, where the dragonmen will slay them.

7. Plains of Dust

Parched winds, harsh with an autumn chill, raze the barren wasteland. For miles, nothing disturbs the monotonous flat of ancient sea bottom, dry since the Cataclysm. Swirling pillars of dust rise here and there, lifted by the constant breeze.

Water is only available at the few communities marked on the map, or from the ice of the glacier. The few gulches and hills that break the flatness of the plains are dry and rugged, offering neither shelter nor sustenance.

8. Zeeriak

This small community is a haven for outlaws, nomads, and a few hardy pioneers. Harsh winds blow from the glacier constantly, and the ground is barren and parched. Soon, snow will cover the landscape with a blanket 5 or 6 feet thick.

The major industry in Zeeriak is fur trading, mostly of the elk and bear that abound in the region. Several trading stores offer cured furs for barter, but the only objects taken in exchange are weapons. Although the traders will haggle about price, as a general guideline two weapons will purchase enough furs to protect one person. A magical weapon is so desirable that one will purchase furs for two people.

The Wooly Tusker Inn and the Tavern of the Ice Reach both provide dirty lodging and poor food, for the barter of a weapon or two. Both establishments are frequented by thieves and cutthroats, so the heroes had best be on their guard.

Zeeriak will be uncommonly crowded with refugees. A group of Baaz draconians, well disguised, wander here among the refuse of humanity. If these draconians discover the PCs (they have been sent from Tarsis to look for the heroes), 10 Baaz will attack while two others run back to Tarsis for reinforcements.

Chapter 2 Encounters

Forty Baaz draconians will race from Tar-sis to Zeeriak to reinforce their comrades, but will not arrive at the little outpost until 48 hours after the heroes are discovered.

9. Icewall Glacier

The ever-present wind takes on a chill edge here; snow and ice coat the landscape to the horizon. Huge blocks of ice rise from the glacier surface, and occasionally large snowdrifts swell from the ground.

No birds fly over this barren region, no animal life can be seen on the surface of the ice. Only the wind, strong and unceasing, lends movement to your surroundings.

Features of the glacier include crevasses, blocks of ice as large as small hills, and flat patches of thin ice with water beneath- (ice-covered lakes). The latter are the centers of life on the glacier, for they hold the fish upon which all of the glacier's residents depend for food.

The snow-covered crevasses are treacherous areas where snow has bridged a deep gap in the ice of the glacier. Check to see if the heroes are surprised when they approach one of these. If they are not surprised then they see the crevasse (the snow sags, or is slightly discolored).

If they are surprised, the heroes walk onto the crevasse's thin snow cover.. Each character has a 50% chance of breaking through and falling 20-200 feet. The first time a fall occurs, the character only falls 20 feet before landing on a ledge in the crevasse. After this warning, roll a d10 and multiply by 20 for the distance fallen.

The heroes can considerably lessen the danger of a fall by roping themselves together. Roped characters move at only 2/3 the normal movement rate, but if one falls into a crevasse the following procedure is used:

The characters to each side of the one who falls through the snow make a Strength Check. If either of these checks is successful, the fall is stopped. If both Strength Checks fail, the next characters in line (one in front and one behind) can make checks, and so on. One successful check catches all falling characters. Of course, if everyone fails their check, the entire string of characters falls!

10. Icemountain Bay

This region is also described in Event 18, Chapter 5.

The glacier ends in a high cliff of ice overlooking the expanse of the bay below. Characters approaching the cliff realize that they are

nearing the water: the wind grows warmer and seabirds are sighted once the characters are within 5 miles of the water.

A sheer drop of 300 feet ends in a glazed sheet of ice. The sheet is several hundred yards wide and forms a band along the base of the cliff. The ice is cracked and broken on the side away from the cliff, with open water visible between the cracks.

Beyond the band of ice, clean blue water sparkles with reflected sunlight. Great icebergs tower above the waves, moving about the vast bay in dignified silence. Now and then the back of a porpoise or whale breaks the surface of the cool water as the creature swims along exuberantly.

The most unusual features of the view are the ships trapped in the ice near the water's edge. From the clifftop, at least a dozen ships can be seen, captured by the greedy ice and locked in its frozen embrace. Although most of the vessels look splintered and ruined, a few seem to be in pretty good shape.

The heroes may climb down to the ice sheet without difficulty. Breaking one of the boats free of the ice takes 2-12 days. At the end of this time, the party will have a small yet seaworthy vessel, capable of carrying a dozen people across nearly any sea. Of course, sails will have to be improvised, but nearly any cloth or leather material will suffice-including furs! See Chapter 5 for a more detailed description of this region.

11. Peat Mine

A smudge of gray smoke hangs low over the glacier here, seeming to issue from the top of a hill just ahead. A black swath of dirt can be seen at the top of the hill, in contrast to the stark white that has made up the view for the last few days.

Occasionally a flare of red soars up from the blackness and the smoke expands upward; but the red light quickly settles back down below the unnatural hilltop crown.

If the heroes move up the hill to investigate, they find:

The great patch of black ground is an excavation of some kind. A shallow bowl, about 200 feet in diameter, has been cut into the frozen hilltop. In the center of the hole, a fire burns the soft, soddish ground and lights the excavation with a flickering

crimson glow. In the still air, a faint wash of heat can be detected from the hole, and the ground around the edges is not even frozen.

This is one of the peat mines used by the Ice Folk as a fuel supply. All of the peat mines are located on raised areas of land that were islands before the Cataclysm altered the face of Krynn. Now, fires burn eternally to prevent the precious fuel from freezing solid. Every three or four months, a band of the Ice Folk visits the mine and gathers a load of the peat.

12. Icewall

Rising from the smooth white expanse of the glacier, a huge wall of glistening snow and ice looms like an ominous warning. Here and there, gullies break the smooth sides of the wall, dangerous but not impossible climbs. The whipping of the wind is evidenced by the many plumes of snow trailing from the high icy pinnacles and buttresses at the top of the wall.

Frequently, a clump of snow and ice, mixed with jagged boulders, breaks free from its precarious hold on the cliffside and hurls crashing to the ground below. As the mass falls, more and more ice joins in, until a avalanche of many tons sweeps along.

Because of the many gullies breaching the smooth face of the cliff, the heroes may climb it at any point they wish. Although avalanches may be triggered nearby (see also Events 17 and 18), none will strike the PCs during their climb.

13. Icewall Castle

Perched like a parapet on a narrow tower, a slender cylinder rises from the top of the Icewall. Most of this shape is buried by massive drifts of snow and sheer, glistening columns of ice. In several places near the top, however, spires and breastworks break through the white surface, indicating the presence of a man-made structure that has been buried by decades of winter's accumulation.

A complete description of Icewall Castle is included in Chapter 4.

Chapter 3: The Ice Folk



This chapter begins with Event 12, the PCs' introduction to Harald Haakan. After Event 12, the players have to decide whether to accompany Harald and his men back to the camp of the Ice Folk. They should be strongly encouraged to do so as they will receive vital information in the camp. (You might have Harald mention that he feels another storm coming up.)

If the heroes still want to continue on their own, you do not need to go through the rest of this chapter, but you will need to read two sections of vital information to the players. The section titled "Harald's Knowledge" (in Event 14) should be told to the players by Harald before the Ice Folk depart at the end of Event 12. The section titled "Aaron's Tale" (also in Event 14) may be read to the players at any time during their journey to Icewall Castle.

If, however, the party decides to journey to the camp of the Ice Folk, go on to Event 13 (The Ride). Then proceed to the Encounter section to describe the camp to the players. Run the rest of the Events in order after the heroes are shown around the camp.

Event 12: a Mysterious Sail

After days of swirling white oblivion, the savage blizzard finally begins to lift its heavy yoke. Snow still falls, and the wind continues to blow, but the storm has lost its angry intensity. Now, in the gray light of dawn, visibility increases to several hundred feet.

As the daylight increases, the storm dies more quickly, until midmorning brings a bright blue sky over a landscape of eye-burning whiteness. It is in this atmosphere of clear, icy winter that movement is detected to the west.

A plume of snow seems to rise from the surface of the glacier as a large object approaches. A great wing, or perhaps a sail, rises above the object, which is soon discernable as an iceboat similar to the one wrecked by the thanoi.

This is the flagship of Harald Haakan, leader of the Ice Folk. He and a picked crew are searching for the missing iceboat. If the heroes weathered the storm at the wreck, Harald sails directly up to them. If the party is out on the glacier, the iceboat makes a long, elegant circle before slowing to a stop about 180 feet from the characters.

Harald's crew consists of his 12 personal guards (see Monster Statistics Chart, under Ice Folk, Harald's Guards), the Revered Cleric of his tribe, and Harald himself. Harald and Raggart Knug are described in the NPC capsules on page 31.

A crew of rugged warriors leap from the deck of the ship, and advance rapidly through the snow. All of the dozen or so figures are clad in heavy furs, and each carries a glistening battle axe. The weapons look as if they are made of clear glass.

The entire crew of the ship, except Raggart Knug, moves toward the heroes. Their attitude is cautious, but they do not attack unless a PC makes the first hostile move. The Ice Folk pause when they are about 40 feet from the party and Harald Haakan moves several steps in front of his men.

The confrontation that occurs here is governed by whether or not the heroes are discovered at the wreck of the iceboat, and whether or not they are accompanied by the polar bear. The bear's presence will seem mystical and significant to the Ice Folk, since their tribal symbol is the white bear. Harald will ask the heroes how they came to have such a companion and will be impressed if told that the party saved the creature from minotaurs.

Chapter 3 Events

More important to Harald, however, is the wreck of the iceboat. If the characters are not camped at the boat, it will have been discovered several hours before the Ice Folk find the heroes. The killing of his warriors has inspired a burning rage in Harald, and he is eager to find the murderers.

The atmosphere at the initial meeting is tense. Any foolish or aggressive action by the player characters sparks a battle in which Harald and his men fight to the death. If the white bear is present, you may have the Ice Folk overlook one minor affront by the heroes, but beyond this the hardy warriors will fight if provoked.

If combat does not break out immediately, and the characters have a chance to explain the circumstances of their discovery of the wrecked iceboat, Harald's attitude toward them softens somewhat, insofar as his rage is now directed at the thanoi.

If the above meeting proceeds smoothly, Harald will invite the heroes to return to his camp. If the heroes make no effort to befriend the Ice Folk, yet neither do they initiate combat, the barbarians warn of more savage weather brewing and again extend their invitation for the PCs to return to the camp. The Ice Folk should also mention that they may be able to add to the PCs' information about the glacier.

If the heroes still want to go off on their own, Harald will tell of Icemountain Bay as detailed in Event 14. The PCs now have to cross the glacier on foot until they reach Icemountain Castle. Skip the rest of this chapter.

Event 13: The Ride

If the heroes agree to go with Harald and the Ice Folk, they climb aboard Harald's ship and set sail for the camp.

The Icedrake's deck is much like that of any sea-going vessel. Solid wooden planks underfoot, and a bewildering array of ropes, winches, and canvas overhead. The harsh voice of Harald Haakan calls orders to the men who rush about in purposeful chaos.

Suddenly, the canvas snaps taut in the gentle breeze, and the smooth wooden runners begin to hiss across the surface of the glacier. Almost imperceptibly at first, the heavy vessel reacts to the wind. Speed is gained quickly, and in minutes the ship is moving faster than a man can run. Now more orders issue from the bearded captain, and the vessel begins a long, sweeping turn to the southeast, sending showers of ice and snow curving through the air.

The ship steadies on course with the wind full in her sails. The hiss of the runners drops a dull whisper as the iceboat seems to fly across the glacier.

Proceed to Encounter 14 to give your players descriptions of the camp of the Ice Folk.

Event 14: Evening

The Ice Folk offer the heroes their warmest hospitality, including free run of the camp and, when evening arrives, a delicious fish chowder. Afterward, Harald will invite the visitors into his tent for a few hours of talk. The chief is curious about the outside world, and only vaguely familiar with the menace of the Dragon Highlords. The reports he receives come from scouts sent to the northern frontier of the glacier, where they have talked to refugees and seen an occasional dragon.

You may role play as much, or as little, of this conversation as you wish. Sooner or later, direct the evening's conversation to faraway places and read Aaron's Tale. Allow the players to look at the map on pages 15 and 18 as you (or Aaron's player if he is a PC) read the Tale. This map shows the western half of Ansalon, marked with arrows indicating the offensive drives of the Dragon Highlords and their allies. (The blue dragons in Tarsis do not belong to the red wing charged with conquering Tarsis, but instead are on a special mission under the command of the "Blue Dragonlady." If asked, tell your players that it is not known why this wing of blue dragons is in Tarsis.) Also shown are the defensive positions of the forces opposing the Dragonarmies. If you have DL5, "Dragons of Mystery," do not show the players the more extensive color version of this map as it contains information they should not know yet.

Aaron's Tale

The winter night seems distant, nearly forgotten, as comradeship and a glowing peat fire warm the heroes. This is indeed a foreign environment. The very strangeness of the land aids in making the night seem removed, no longer a threat.

Aaron Tallbow clears his throat and begins to speak, breaking the comfortable silence that had descended.

"All the lands of the north are hard pressed by the Dragonarmies. I fear that soon those rolling plains that for so long have known naught but freedom shall fall, and only one hope will be left for the peoples of Krynn."

"The island of Sanchrist is said to lie far to the west of Solamnia, and is so shown on this map. I have heard stories, in Solamnia and Tarsis both, that tell of a High Council of sage and powerful men gathering on that mysterious isle—a council symbolized by a tall white stone. The stories say the council meets with the goal of ending the depredations of the Dragon Highlords and restoring peace to Krynn.

"Whatever the outcome of our quest to the Icemountain, I believe that Sanchrist should be our next destination. If we gain the Orb, the High Council may best know how to make use of it. If we do not gain the Orb, yet live to make our escape, extra swords in skilled hands will also be of some service in the war to save Krynn."

Harald's Advice

After Aaron's story is read and the PCs have discussed it, Harald will offer the following information:

"Mayhap I can aid you in a search for this Sanchrist isle, but you'll need luck and courage to follow this route. Give me a look at your map..."

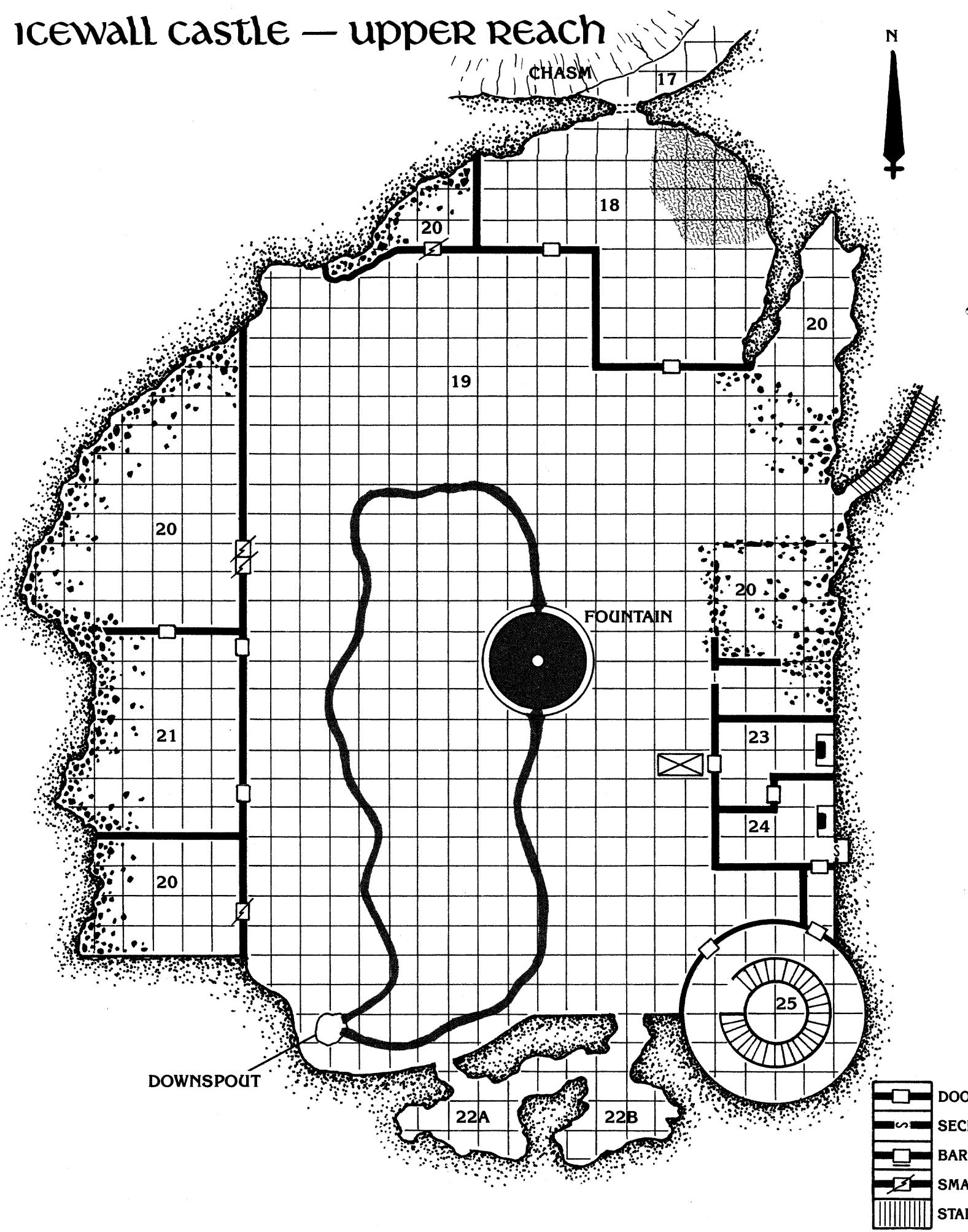
"Here, in Icemountain Bay, there be a sight that has intrigued me for years. In the ice around the shore are dozens of ships, large and small, caught by the might of the Cataclysm before they could make open sea. As the land rose and the seas washed away, the ships became stranded on dry land and then locked in ice as the glacier expanded."

"To be sure, many of them are smashed and worthless now; even more are so solidly cloaked in ice that it would take years to free them. The waters have come back some, though, and a few of these ships are in fair shape, not too far from the water's edge."

"What damage the hulls have suffered in 300 years of winter is unknown to me, for I have never climbed down the icy cliff that separates the glacier from the sea. If you care to make the climb, *and* if you're lucky enough to find a good ship, and if you have something to make a sail, and if the gods smile on you—then *maybe* you could sail from Icemountain Bay to this Sanchrist place."

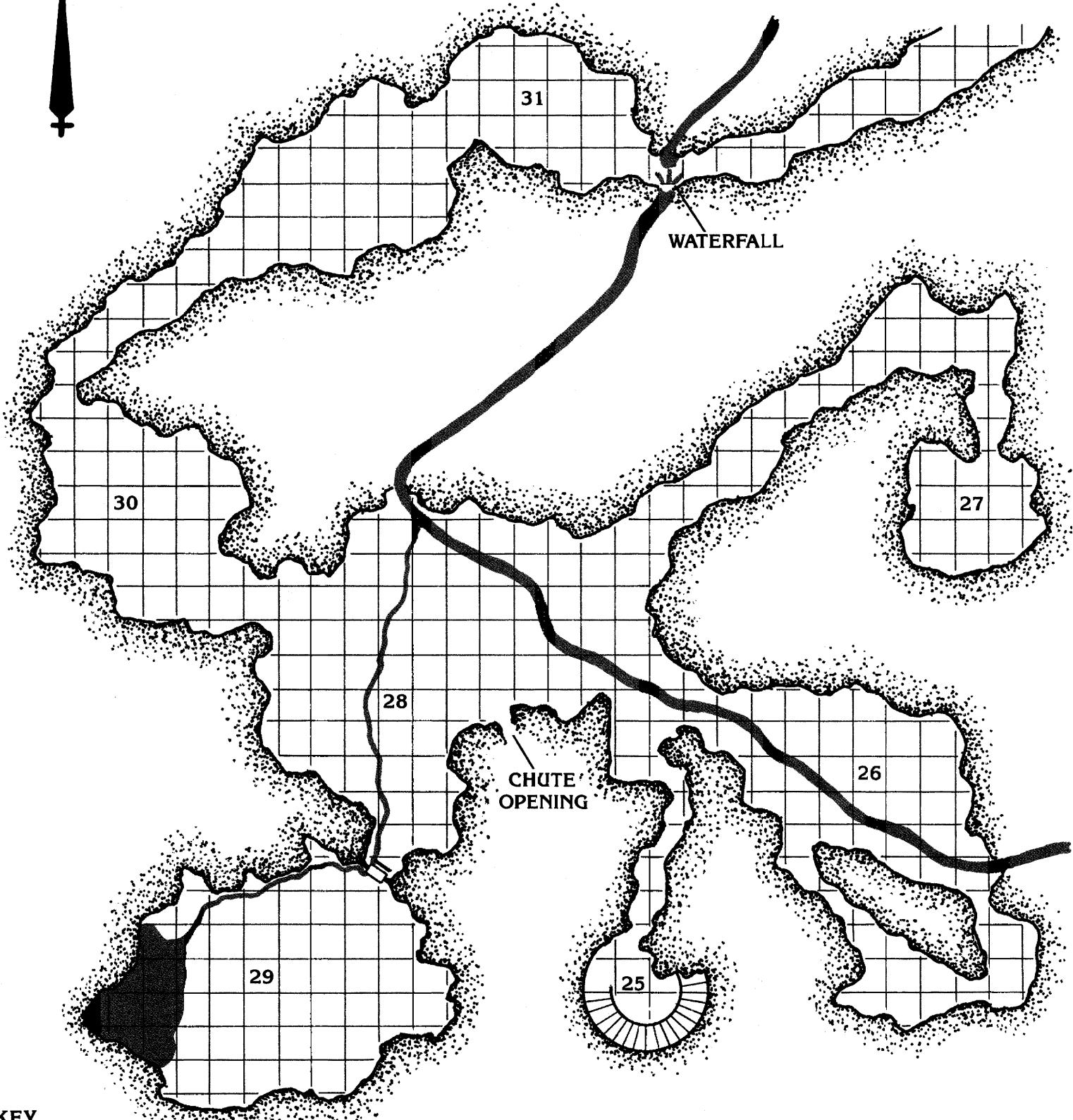


icewall castle – upper reach



ICEWALL CASTLE – LOWER REACH

N



KEY



R
RET DOOR
RED DOOR
SHED DOOR
RS

Chapter 3 Encounters

EVENT 15: Words of War

Before the PCs can react to Harald's information:

The tent flap suddenly flies open and an exhausted, snow-covered man staggers in and falls to the ground. His beard is coated with ice, and the exposed skin on his face has whitened with frostbite.

Taking no note of the strangers, the newcomer begins to speak directly to Harald.

"My chief, great danger threatens our people. The wretched thanoi have joined forces with a savage race of monsters who wear the head of a bull upon the body of a man.

"These bull-men have the strength of three! My fellows were rended by the beasts as if for sport; I managed to elude the monsters and return here.

"An army has gathered less than two day's march west of here. At least 200 of the bull-men and perhaps 500 thanoi have mustered, along with dozens of their fearsome ice bears. Their intent can be nothing other than an attack on our camp!"

Other concerns are set aside in the face of this news, as Harald orders the watch doubled and preparations for defense begun. The heroes are shown to a hut, and may sleep if they wish. Otherwise, they may spend the night helping the Ice Folk dig several large pits in the snow just west of the camp. These are excavated to a depth of 20 feet. The bottoms are then covered with large, irregular chunks of ice and the pits covered over with skins and snow. Attackers falling into the pits will almost certainly suffer broken bones on the treacherous, rock-hard ice blocks. If you need to calculate damage suffered, a fall into the pit delivers 6d6 points of damage.

EVENT 16: Battle of The Ice Reaches

The sun climbs, pale and distant, into the blue morning sky. No breath of wind disturbs the chill, biting air; no wisp of cloud breaks the cold monotony of the sky.

From the west a low rumbling arises, gradually growing in volume. A dark line appears on the white horizon, and within minutes observers see a wall of monsters advancing on the camp. The battle of the Ice Reaches is about to begin.

The attack

The monsters reported by the scout have gathered and moved more quickly than expected.

They reach the western edge of the camp one hour after they are sighted by the lookouts.

The monsters' plan of attack is simple: The major assault wave consists of 200 minotaurs, 500 thanoi, and 40 ice bears. The bears, in teams of two, are harnessed to huge sleds each carrying a dozen of the thanoi. This wave is headed for a frontal assault on the western perimeter of the camp.

This attack will be supported by a flank attack through the snow sea south of the camp. Although most creatures become hopelessly trapped in the deep, soft snow, the ice bears are quite capable of dealing with the huge drifts. Therefore, eight ice bears, each with a thanoi rider, are to work their way through the snow and try to enter the harbor. Each rider carries several sealed pots of oil and a pouch of hot embers. The plan is to burn the iceboats, cutting off the retreat of the Ice Folk and ensuring a massacre by the superior monster force.

Plan of defense

Realizing the odds against his tribe, Harald pulls his line of defense back to the harbor wall. The air is perfectly still, thus escape via the boats is impossible. The Ice Folk have about 100 warriors. The women and children, and whatever valuables can be carried, are sheltered in the harbor on the immobile ice-boats.

While these preparations are being made, the heroes may help out or observe as they wish. Whether or not they volunteer, Harald asks them to hold the southern end of the harbor wall while spreading his men along the rest of the wall.

Later, when the flank attack through the snow sea is discovered, the heroes are asked to intercept it.

Running The Battle

You do not have to run a battle for the 700 or 800 combatants. Instead, concentrate on the fight from the PCs' point of view, telling them what they see and running any individual fights the heroes become involved in.

Note: If you have the BATTLESYSTEM™ Fantasy Combat Supplement you can actually run this large-scale battle. The statistics for all the monsters and humans involved are in the Monster Statistics Chart. Please note that only the 12 members of Harald's Guard are 12th level fighters; the rest of the Ice Folk warriors are 4th level fighters.

Certain things occur regardless of player character actions. As the main assault wave enters the camp, 11-30% of each type of monster die in the pits prepared earlier. Roll 1d20

and add 10 to determine percentage losses here. The survivors press on, burning the camp and finally reaching the harbor wall. At about this time, the flanking attack through the snow sea is discovered, and Harald requests that the heroes intercept it.

The monsters reach the wall, and overturn their sleds to make ramps. The warriors of the Ice Folk hold the wall for several turns, as the flank attack breaks out of the snow sea and heads toward the boats.

If the heroes are in position to intercept this attack, run the combat. Remember that the thanoi on the ice bears are attempting to reach and burn the iceboats, not get bogged down in a melee. If the heroes make no effort to halt the attack, it quickly breaks through the thin screen of warriors Harald assigned to the area. The iceboats are burned and the only survivors among the Ice Folk and the heroes are those who escape on foot.

If the heroes try to halt the flank attack, several things occur toward the end of the melee: First, the wall is breached by the arrival of the white dragon Sleet and her rider Feal-Thas. These two are detailed in the next chapter, and should not fight the heroes here! Instead, the dragon uses its breath weapon to clear warriors from a section of wall, allowing the monsters to gain the heights and immediately attack to both sides. After its breath weapon is exhausted, the dragon and its rider fall back and let the humanoid monsters carry the day.

The second occurrence at this time is the arrival of a slight breeze, gradually growing in strength. Harald's warriors are barely able to hold the monsters in a fighting retreat to the boats, the women having already hoisted the sails. With the camp overrun and nearly half of the men killed or captured, the Ice Folk and the heroes get away.

This ends the heroes' adventures with the Ice Folk. The day after the battle the iceboats stop at an old Ice Folk camp where Harald Haakan and his people will settle for the winter. If the heroes aided in the fight against the monsters, Harald gives them an iceboat to help them reach Icewall Castle and eventually Icemountain Bay.

Proceed to Chapter 4.

ENCOUNTER AREAS

Encounter 14 details the camp of the Ice Folk, both the overall layout seen as the heroes approach in the iceboat and the details of the camp as the heroes are shown around.

14. The Camp

The heroes, if they return to Harald's camp, are treated with hospitality by the folk of the Ice Reaches. Read the following passage as the iceboat arrives at the primitive settlement.

A long, curving wall blocks any further passage. Already, four iceboats are cradled in its shelter and the Icedrake makes a fifth. Ladders surmount the wall in several places.

When the heroes climb the wall and look beyond, show them the camp map and read this description.

A number of rough huts dot the stretch of snow and ice between a deep crevasse to the north and a rolling sea of soft snowdrifts to the south. These drifts have obviously been created by a large snowfence, made from the rib bones of gigantic creatures.

The buildings in the camp are covered with white skins, making them almost invisible against the snow. Small children, rotund collections of parkas and boots, stare curiously at the strangers, as their parents go about their business.

Several small firepits are scattered among the huts, with racks holding strips of meat and hides standing next to the smoldering coals. When dry, the meat is stored for later use and the hides are made into clothing and tent material.

The Ice Folk are nomadic, but often settle in one place for nearly a year, until the fish supply in nearby waterpools reaches dangerously low levels.

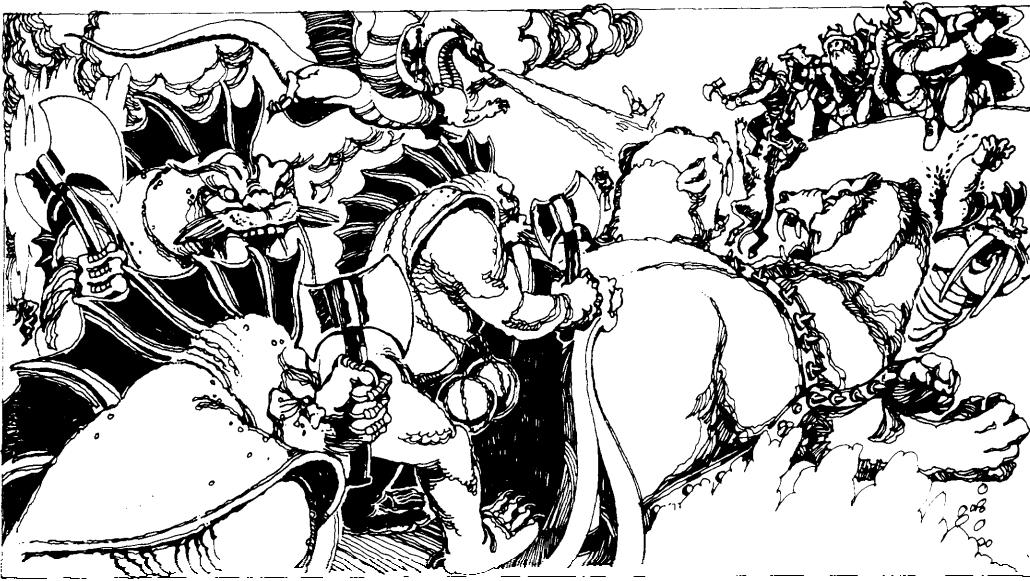
The camp is situated just south of a huge crevasse, 12 miles long and 400 feet wide. Six hundred feet below the surface of the glacier, the crevasse narrows to a dark crack that leads to a subglacial stream of icy water. The Ice Folk erected the primitive snowfence to the south of their camp, creating a sea of soft snow varying in depth from 10 to 20 feet.

To the east lies a gentle downslope of glare ice, nearly a mile long. With just the slightest breath of wind, an iceboat can work up enough speed over this smooth run to race out onto the glacier within a few minutes of leaving the harbor.

The camp is only vulnerable to attack from the east or west, and Harald has plans for both eventualities. Should an attack come from the east, his people will board their boats and sail directly at the attackers. Should the assault come from the west, the camp proper will be abandoned and the warriors will make a stand on the harbor wall.

Boatdock

A wall of packed ice surrounds three sides of this large enclosure. The fourth side is open to the glacier, the ice sloping downward in that direction. Four iceboats are already at rest here as the chieftain's vessel glides smoothly into a vacant berth.



The wall serves as a wind break for the ice boats when they are in the harbor. Without this shelter, the ships would be destroyed by the frequent storms that sweep the glacier.

The wall surrounding the harbor is 10 feet high and of equal thickness. Because the wall is too steep and slippery to climb, several ladders are placed on either side to allow travel between the camp and the iceboats.

Chieftent

This structure is nearly 100 feet long and 30 feet wide. The skins on the outside are the thickest, whitest furs of any in the camp; it is obviously a structure of some

Harald Haakan lives within this long house, but also holds tribe meetings and councils here. When the heroes enter read the following:

A smoky haze fills the dark interior of the long tenthause. Large curving supports hold up the walls and ceiling, much like the ribcage of a huge animal. In fact, you are told that the supports are the ribs of a gigantic sea creature that perished in the Cataclysm.

Four fires are placed at regular intervals down the center of the building, creating the haze in the interior. A large pile of peat fills one corner; this seems to be the material used to fuel the fires.

Despite the bitter temperatures on the outside, the "chiefs" tent is almost uncomfortably warm.

Storage Huts

These structures look more squat and solid than any of the other buildings in the camp. Most of the outer surface of the two huts is packed solidly with ice, and no chimneys pierce the roofs. The doors are small and seem to be made of wood.

Each hut contains large amounts of peat and frozen fish. Several large skin tubs contain a slimy grease made from walrus blubber.

Family Huts

Bulky furs, buried under a thick layer of frost, cover each of these circular structures. A chimney hole in the center of each hut's roof provides ventilation.

Each of these huts houses a family of Ice Folk, generally one or two grandparents, two or three adult married couples, and up to ten children. Needless to say, conditions are very crowded and the huts are used for little besides sleeping and protection from the more savage blizzards.

The floor of each hut is thickly covered with furs, except for a firepit in the center. The slow-burning peat fire is kept constantly lit, so the huts are always quite warm inside.

Cleric's Hut

Resembling a slightly larger version of a family hut on the outside, this hut is notable for its occupant: Raggart Knug. Here he lives alone with the tools of his trade. No firepit warms this hut, for the heat would interfere with the important work of crafting the Frosravers. Three of these impressive weapons lean against a wall of the hut, while several slabs of crystalline ice lie awaiting the icesmith's hands.

The hut is very plainly furnished. No holy symbols, scrolls, or any other items indicate that the occupant is indeed the Revered Cleric of the Ice Folk.

Raggart's hut is the large one to the southeast of Harald's tent.

When you have finished the Encounters, return the heroes to Harald's tent and run through the Events starting with Event 14.

Chapter 4: Icewall Castle



Sitting astride the massif of the Icewall, Icewall Castle is ideally situated to command the southern portion of the glacier. At one time a normal stone castle, high up on a rocky promontory of an island in the seas south of Tarsis, the castle evolved into its present state following the Cataclysm and subsequent glaciation of the region.

The heroes must climb the Icewall to reach the castle. While engaged in this endeavor they have the only Events of this chapter: the climb itself and an avalanche that reveals a long-hidden tunnel. From then on, the characters' choices determine where they go and what they encounter. Maps of the Upper and Lower Reaches of the castle are on pages 16 and 17. A detailed room key is located in the Encounter section of this chapter.

Regardless of whether the heroes are trudging across the ice on foot, or coasting on the deck of an iceboat, the appearance of the castle and wall is the same.

When the PCs are within 4 miles of the castle, read the following description:

A sheer cliff of unbearable whiteness rises cold and aloof from the flat of the glacier. The sides are icy and rugged, in most places standing straight and unclimbable. A few steep gullies and crevasses cut across the face, but all of these look like last resort routes.

As you move closer and the cliff becomes more clearly defined, a snowy knob can be seen jutting above the rim of the Icewall. Close scrutiny reveals the remains of a stone tower, bent perilously outward from the weight of many winters, and the vague outline of an ancient parapet.

Icewall Castle awaits.

ent parts of the cliff, cascading downward with arctic fury.

Several routes offer possible climbing paths, but none of them looks easy or safe. Crouching overhead, strategically placed on its promontory, the castle menaces the whole region. Virtually every nook and cranny on the wall can be observed from the castle; you have the feeling that unseen sinister eyes watch your every move.

event 17: The Climb

The heroes must decide whether or not to rope themselves together for the climb, assuming they intend to visit the castle and continue their quest. Any falls that may occur will be much less dangerous if the characters are roped together.

The climb up the Icewall takes 12 hours if the characters are roped together, twice that long if unroped. Climbing must be done during daylight, but a night can be spent safely on the cliff if necessary, though little sleep is possible. Characters may anchor themselves to the cliff face so that they need not worry about falling off during the night.

When the heroes reach the base of the cliff, read this description:

Huge chunks of ice clutter the foot of the Icewall. In the last half hour, no less than four avalanches have broken free on differ-

As soon as the climbers are 100 feet up the cliff, which must be climbed single file, the lead climber steps on a rotted piece of ice. That character must make a Dexterity Check, failure meaning a slide of 80 feet and 2d6 damage. If the characters are roped together, however, and the first character falls, every other character on the rope makes a Dexterity Check with a +2 benefit to Dexterity. Any successful check arrests the fall; however, if everyone fails, the entire party falls and receives 2d6 points of damage.

event 18: avalanche!

Hours pass and the world shrinks to a narrow stretch of steep ice, leading always upward. Muscles tense and ache from fatigue, and hundreds of feet of ice must

Chapter 4 Encounters

still be climbed before the top of the Ice-wall can be reached. All the while the castle waits, observing the efforts of a few antlike humans, and perhaps chuckling to itself.

Suddenly, a crack shatters the stillness of the glacier. With that split-second warning, a huge sheet of ice breaks free and those in the rear of the party feel the world drop away. A narrow ledge, moments ago buried in ice, appears several feet below the last climber.

The last three characters are atop the ice that breaks loose, and will slide down the cliff unless they are saved. Each of the three must make a Dexterity Check, a successful roll meaning that they slide down but land on the ledge and take no damage. If the party is roped together, everyone attempts a Dexterity Check at +2, with any successful Check saving the party from falling.

If all appropriate Dexterity Checks fail, all falling characters take 3d6 points of damage and then make another Dexterity Check with a -2 modifier. This is repeated until the falling characters either die or successfully arrest their fall.

ENCOUNTERS

15. The Secret Way

When the avalanche, and its effects on the heroes, is resolved, proceed to this description.

The narrow ledge revealed by the slide leads into a dark, previously concealed cave in the ice. The route up the cliff remains intact and is still climbable. As the flying snow and thunder of the avalanche subside, you notice that the ledge and cave are the only places where you are out of the castle's field of view.

If the party chooses to continue the climb, they reach the top of the wall without incident and may easily walk to the castle. The icy steps leading up to the structure are the only way to pass from the wall to the castle, and an ambush is set up on this route. Proceed to the description of Icewall Castle's Upper Reach; the ambush scenario is at the beginning of this section.

If the heroes choose to journey through the cave, the watchers in the castle see nothing of them after the avalanche, and assume the entire party perished.

The cave winds around, varying in size from very narrow passages to huge caverns. This cave leads to Area 17 on the map of the

castle's Upper Reach, a distance of about 500 feet from the cliff face, but first the party enters Area 16, approximately halfway through the cave.

16. LANCER

In Area 16 the characters make a startling discovery.

The chill blue walls of the narrow ice cave once again open into a large chamber. This also has the bluish, clear walls and floor, but the wall to the left holds a darkness of some sort-a solidity that is different from the pure translucence of the ice. A reflection of the torchlight hints of gleaming gold buried in the ice.

If the heroes investigate, inform them that each light source they bring over to the clear wall sheds more light on the object inside. When all available light has been brought over to the wall, read this:

What at first appeared to be a pile of gold coins is now revealed as a coat of gleaming scales on a serpentine body of incredible size. Even though the leathery wings and sinuous tail are lost in gloom, the awesome form of a gold dragon is easily discernible.

This dragon has a rider, also frozen in the ice, but it is not a Dragon Highlord! The heavy shield on the rider's left arm is emblazoned with the kingfisher sign, embellished with a sword, a crown, and a rose. Even now, this remains the insignia of the High Knights of Solamnia.

But something else overshadows even this discovery. Cradled in the rider's right arm, thrusting forward with slim, deadly precision, a silvery shaft extends several feet before ending in a splintered tip.

Here, frozen in the ice of a timeless glacier and hidden from the eyes of the world for untold hundreds of years, lies a clue to the secret of the ancient dragon-wars: a warrior, riding a dragon of good, carrying a weapon that must be a Dragonlance!

If the heroes want to take the lance, they must chop the ice away from the frozen Knight. This will take six hours. The splintered haft of the lance is only 4 feet long and can be carried along easily.

17. Cave's end

Abruptly, the long tunnel ends in a deep chasm, disappearing into a bluish-black crack unimaginably deep. The ice of the

tunnel still retains its blue color, except to your left where it is a light, almost whitish color.

The chasm is 100 feet across and drops straight down for 400 feet. The characters can neither cross it nor climb down it.

Any character smashing on the lighter portion of the ice will break through into Area 18 on the same roll needed to open a door. If none of the PCs break through, they may chop through the ice in 10 minutes.

Icewall Castle—Upper Reach

The castle is divided into two sections: the Upper Reach, including the old courtyard and some of the ancient buildings of the original castle, and the Lower Reach, a network of tunnels in the ice beneath the original castle.

If the heroes take the tunnel revealed by the landslide (containing Areas 16 and 17), they enter the castle in Area 18. Otherwise, they must climb the stairway leading to Area 19, since the slopes around the castle are too steep and slippery for even a thief to climb.

Areas around the edge of the map are completely buried in snow. Great amounts of digging reveal a hard stone floor, but nothing else.

ambush

This occurs only if the heroes ascend the icy stairs, since the entire route up the cliff is easily visible to the monsters in the castle. If the stairs are climbed, the ambush is sprung by five minotaurs north of the stairway, seven thanoi to the south, and three ice bears blocking the very top of the stairs.

The humanoid monsters hurl chunks of ice at the characters on the exposed stairway, doing 1d6 of damage per hit, while the bears attempt to prevent the heroes from getting off the stairs.

18. Storeroom

Describe the dimensions of this room to your players, then read them the following description:

This large room has been formed out of roughly hewn stone blocks. A huge pile of peat takes up the entire northeast corner, reaching a height of 10 feet. An assortment of large barrels stand in neat rows against the southern portion of the west wall, while a variety of tools and weapons rest in haphazard disorder on several racks attached to the north wall.

Chapter 4 Encounters

The barrels contain wine plundered from the vineyards of Abanasinia. Rope, shovels, carpentry tools, blacksmith tools, five long-swords, seven battleaxes and 24 spears are on the racks.

If the PCs enter this room from Area 19, they see a lighter patch on the south wall. If they break through this they will be in the tunnel leading to Area 16 and thus can find the Dragonlance.

19. Courtyard

In a more pleasant, summery clime, this courtyard would be a delightful place. A tall fountain spouts clear water—an oddity in this frozen place—and doors to several castle buildings open into this area. Lying on the ground next to the fountain are three massive ice bears apparently acting as watchdogs for the thanoi. Also visible are a pair of walrus-men, approaching the fountain from the north end of the courtyard.

The fountain is magical, which is why it hasn't frozen. A character taking a drink from the fountain heals 3d6 points of damage once per day. The water loses this property once it is removed from the fountain basin.

The two streams that flow from the fountain are shallow but swift. Characters attempting to wade a stream unroped must make a Dexterity Check halfway across. Failure means that the character slips on the icy bottom and is carried 100 feet downstream. Another check is then made, failure indicating that the PC tumbles 100 feet farther. Repeat this process until the character makes a successful check, thereby escaping the stream, or is washed into the downspout leading to Area 29 in the Lower Reach.

If the thanoi and ice bears discover the heroes, they raise a cry and prepare for combat in the vicinity of the fountain. Let the PCs see one of the thanoi drink from the fountain before battle is joined. If the PCs don't advance to attack, the bears come after them while the walrus-men wait for reinforcements. After three rounds, five thanoi from Area 22 arrive, followed in three more rounds by five minotaurs. If the PCs still haven't moved to attack, the monsters now close in.

20. Ruined Buildings

Although the crude stone walls are still intact, the ceilings and doors here have caved in. Broken stone blocks lie among snowdrifts and a few splintered remains show where furniture might have stood in some forgotten era. Nothing lives here.

21. Doghouse

The doors to this area are heavy and latched. They seem to have been rebuilt from ruined materials.

Within this room are five winter wolves, used by the minotaurs as guard dogs before the arrival of the thanoi and their ice bears. The wolves attack any human or demi-human characters, except Feal-Thas.

22. Monster Lair

This entire region of the castle is buried beneath a huge snowdrift, long since frozen solid. Two tunnels have been excavated, leading to a pair of caverns that serve as living quarters for the thanoi (22A) and the minotaurs (22B).

A few bits of leather and some dirty furs are the only features of these caves, the monsters quartered here having been encountered either at the fountain or in the ambush on the stairway.

23. Chamber of the Dragon HighLord

The door to this room is tightly locked. If an unsuccessful attempt to pick the lock is made, or if the door is smashed open, the large trap door shown on the map drops open, and all characters standing on it must make a Dexterity Check or slide down a chute of ice (taking 2d6 of damage in the process) into Area 28 in the Lower Reach.

If the door is opened, read this:

A fire blazes within a huge stone fireplace on the far side of the room. Thick furs cover the walls and floor and blanket a large bed that rests in one corner. A candelabra with several dozen flickering candles stands on a table near the center of the room, and another door leads through the wall on the right.

Next to the table stands a massive trunk with its top slightly ajar. A large lock lies open on the floor beside the trunk.

This is the bedroom of Feal-Thas, Dragon HighLord of the White Wing. With the invasion of his castle, the villain has carried all of his valuables into the library next door, where he has hidden them in a secret room. He awaits the heroes in the library.

24. Library

This room is illuminated by a low fire burning within a massive stone hearth. Several tables of highly polished wood and

equally fancy chairs lend an atmosphere of high-class comfort to the room.

Rich woven rugs blanket the floor and a number of shelves line the walls. These contain many leather-bound tomes of apparently great age.

Refer to Feal-Thas's NPC Capsule on page 31 before running this Encounter. Feal-Thas stands unnoticed in the center of the room. He drank a *potion of invisibility* and thus cannot be seen. Unless the heroes have some means of detecting him, Feal-Thas gets the first attack with surprise. He will cast whichever of his spells seems likely to be most effective in this situation. He fights with his sword, but will attempt to break off combat to cast a spell whenever he can.

If the characters discover the secret door, they will find a small room containing a desk and writing table. The desk has four drawers. Three of these are unlocked and contain only writing materials. The fourth drawer, which must be picked or forced open, contains a scroll with three spells: *polymorph other*, *fly*, and *haste*.

On the table is a journal written in the elven tongue of Silvanesti. Elven or thief PCs can discern the following phrases from the partially damaged pages:

"The enemies of the Highlords are rumored to gather at Sancrist Isle."

"The secret of the Dragonlances is (illegible passage)... Foghaven. Is there . . . place, or . . . legend?"

"Must gain the . . . of the lance before the . . . Solamnia!"

"Orb safe . . . Lower Reaches. . . ."

25. Tower

The spiral stairway becomes more and more difficult to follow, as ice and snow obscure the steps. After descending about 40 feet, large blocks of ice make further progress impossible, but at this point a narrow tunnel leads from an opening in the tower wall into a chill mass of blue ice.

If the heroes climb up the tower from the Upper Reach, they are able to ascend about 40 feet before finding the structure choked with ice, snow, and the collapsed stone of the tower.

Icewall Castle-Lower Reaches

The tunnels on this level are made entirely of ice, and have slick walls and floors. Any character hit during combat must make a Dexterity Check or fall, requiring one round to get up.

The streams that rush across the floor are shallow but forceful. Characters may rope up and cross the streams safely, or they can risk wading across without taking precautions. An unroped character must make a Dexterity Check when crossing. If unsuccessful, he is washed downstream and may make one more Dexterity Check before being carried through a water tunnel and deposited in the dragon's lair (Area 31).

26. Glacial Spring

From a crack in the western wall of this chamber a stream of water issues forth at high pressure. Clear and very cold, this water rushes along a trough it has worn in



27. Eggroom

Twisting sharply, the corridor narrows to 6 or 8 feet wide before turning one more corner, and leading to a dead end cavern.

Definitely not dead, however, are the three white dragons slithering forward off a pile of round leathery objects. Hissing a reptilian warning, the two serpents in the lead open their mouths wide and advance aggressively.

Fortunately for the heroes, these are only sub-adult dragons, offspring of the mighty Sleet. They attack, trying to drive the heroes away from the precious eggs. They will not pursue past the stream at the entrance to the tunnel that leads to their cavern.

There are 37 white dragon eggs in the room, all approximately six months from hatching.

28. Icicle Row

The roof of the cavern drops low over the stream here, and the splashing water has created a series of icy stalactites hanging from the ceiling like the jagged fangs of the hugest of dragons.

The water in the stream issues from the magical fountain in the Upper Reach, and consequently these icicles have some unique properties. Although the magical water does not freeze when pure, as it mixes with the ice of the glacier it creates icicles of surpassing hardness.

There are 12 icicles hanging here. Each, if broken off, will serve as a *javelin* +2. The icicles and the water radiate magic, if a detect magic spell is cast.

29. Remorhaz Room

This room is actually a cage for the savage monster that is kept here for prisoner disposal.

The door is of heavy wood, solidly reinforced with iron bands and barred on the outside.

Characters entering this room via the stream from the Upper Reach emerge from the ceiling of the room and fall 20 feet into a pool of water 3 feet deep. Such a character is able to fight the round after entering the room, but the monster automatically has initiative that round.

This high-ceilinged chamber is dominated by a spray of water showering from a hole overhead into a clear pool at the west end of the room. A stream follows the wall of the room to exit through a grate next to the door.

The most important feature of the room, however, is flapping two small wings and raising the front of its body high into the air. Two many-faceted eyes stare with complete lack of compassion as the hideous creature lashes forward to strike!

This monster has no treasure, and fights to the death.

30. Sleet's Pantry

The walls of this cavern are lined with people who would appear to be sleeping if it weren't for the frigid whiteness of their skin and the touch of frost that coats them. Warriors dressed in heavy furs, and refugees from the Tarsian plain all lie together here in frozen death.

These are the unfortunate victims of the white dragon Sleet, brought here and stored for future hungry moments. The heroes recognize some of the warriors of the Ice Folk. These are the men who perished on the harbor wall during the battle.

31. Sleet's Lair

Waiting in the shadows of her lair is the sinuous form of a huge white dragon. Wings tucked back and neck arched, the monster hisses a challenge from atop an imposing pile of gold, jewels, and strange glowing devices. On the near side of the pile, directly beneath Sleet, is a clear crystal Orb. Behind Sleet, at the far end of the cave, a waterfall cascades out of a crack in the wall.

Refer to Sleet's NPC Capsule on page 31 before beginning this encounter. Remember that Sleet will only use two of her breath weapons, saving the last to make good her escape. The Orb is described on page 32 but will not affect this Encounter.

If Sleet manages to escape, she has one more nasty surprise planned for the PCs. As the party leaves the Icewall and starts its trek to Icemountain Bay, the dragon will attack, accompanied by a dozen minotaurs on an ice-boat stolen from Harald's camp weeks earlier.

Whether the heroes are in a boat or on foot, Sleet swoops out of the sky while the minotaurs' iceboat closes in at high speed. This time, she fights to the death, as do the minotaurs (see the Epilogue for an "obscure death" scenario for Sleet).

This attack occurs the day after the battle in her lair, so Sleet has all three of her breath weapon attacks available. Remember to keep track of wounds she suffered in her lair, however, since she has no way of healing these before the final battle with the PCs.

Chapter 5: Icemountain Bay



This chapter points the heroes in the direction of future adventures, and thus is meant to tie up loose ends while moving the heroes toward their next goal. No combat Encounters are included in this chapter. If your style of play calls for a few battles on a journey such as the one from Icewall Castle to Icemountain Bay, feel free to insert as many random encounters as you wish. Otherwise, you may simply move the characters across the glacier to the Great Bay with little lost time.

In either case, run the Events as usual. If the heroes do not travel in the direction intended, and you cannot subtly direct them onto the right path, let them wander where they will. By this time, however, all the lands north of the glacier have been completely subjugated by the Dragonarmies. If the PCs leave the glacier they encounter increasingly greater numbers of draconians (and eventually the White Stag) as detailed in the Encounter section of Chapter 2.

event 19: Westward!

The whiteness of the glacier seems less harsh somehow than it did a few days ago. The sun shines brightly, warming bodies and hearts. The miles pass unnoticed. A gentle breeze caresses faces with tantalizing hints of salt water. After several days, occasional gulls can be seen wheeling over the glacier.

event 20: The Bay

If the heroes move steadily westward, the following Event occurs five days after they leave Icewall Castle.

Seabirds have been constant traveling companions for the past day, and the breezes from the west are growing warmer and more salty. At last your goal is reached!

From atop a high cliff of ice you see the vast expanse of Icemountain Bay stretching in shimmering glory to the western horizon. Gleaming monoliths of ice rise from the water in many places, offspring of the massive glacier.

In no less than 10 places, the ice-bound hulls of ships can be seen, grasped firmly in the grip of the ice. Three of the vessels have no masts, and several more have been crushed and twisted by the inexorable pressure of the glacier. The ship farthest from land, however, seems reasonably intact, at least from this vantage point. Barely a hundred yards of ice separate the ship from open water, and the mast still juts proudly from a solid-looking deck.

If the heroes search further, they will find dozens of similar cases-ships cast ashore by the Cataclysm and, as the water crept back,

locked solidly in unrelenting ice. None of these are in any better shape than the ship in the above description, however.

event 21: Escape from The Ice

The cliff is 300 feet tall, with a sheer, icy surface. Characters who attempt to climb down unaided will certainly fall. If no easy means of descent is available (rope or spells, for example), the heroes may work their way down, at the rate of 100 feet per day, by hacking steps into the ice.

The ship is 90 feet long and 30 feet wide amidships. A small cabin rests on her single deck. Two hatches, one each fore and aft, provide access to the long hold that runs the length of the ship. On the bow, faded but still visible, the characters can read the name Windrider.

The hull of the ship is remarkably well-preserved, but the sails have rotted. The iceboat sail will work perfectly. If the characters do not think of the iceboat sail, they may piece the rotted canvas together, but such a patchwork sail will be unreliable and need constant repair.

While some of the PCs are chopping a path from the ship to open water (a task that will require 2-12 days to complete), others can seal the ship's hull with pitch from the hold and assemble the sail and rigging.

Epilogue



The wind picks up as the glacier slowly drops astern; the Windrider seems to surge forward eagerly, parting the waves with great sprays of foam. The salt air is warm and tangy, and the western sea holds the promise of hope for the future. Perhaps on Sancrist, the mystical isle of the Council of the White Stone, some good tidings can be found of the battle against the dragon-hordes.

For now, it is enough to set the sail taut to catch the wind and ride the waves toward an uncertain fate.

If you want to create random encounters for the heroes on their journey, refer to the shallow and deep water encounter tables in the *Dungeon Masters Guide*, page 180. Substitute Koalinh (aquatic hobgoblins) encounters for Sahuagin, since the latter are not found on Krynn.

If you plan to play DL7, "Dragons of Light," arrange for the heroes' ship to end up in Thunder Bay, the notch in the south shore of Southern Ergoth, immediately north of Enstar Island.

DL7 begins with the Windrider foundering in Thunder Bay. There are several ways for you to arrange for this to happen.

In the books of the DRAGONLANCE™ saga, the Windrider is attacked at sea by white dragons and frozen into a great slab of ice. Borne by the tides, the ice floe melts as it drifts into Thunder Bay. As the ice melts, the

ship (whose hull was crushed when the water froze around it) begins to leak. DL7 begins with the PCs trying to save belongings (and their lives) as the ship sinks in the waters of Thunder Bay.

You are welcome to use this mechanism to get the heroes to Thunder Bay. You could also employ the "obscure death" rule in Sleet's battle with the PCs outside of Icewall Castle. Sleet could fly away when she has 10 or so hit points left and then hunt the PCs days later. She would breathe on the water around the ship (to prevent the ship from sinking and thus saving the Orb for her to retrieve) and attack the PCs. Even if Sleet is dead, there are other white dragons assigned to this region of Krynn. They might stumble upon the party.

A couple of other ways to have the ship founder: Storms swamp the Windrider once she enters Thunder Bay; the PCs sink the ship because of their near-complete lack of sailing experience.

The DRAGONLANCE epic continues in future modules. If you wish to immediately continue the saga, you should next play DL7. There will be detailed more of the journey to Sancrist, as well as discoveries leading to the source of the dragonlances.

The characters in this module will also appear in the next three modules, DL7 through DL9. For those who are curious about the fate of the characters who were left at the Inn (no, they didn't die in the destruction of the Inn!), they will return in DL10, "Dragons of Dreams." That adventure and several sub-

sequent ones detail the journey of the rest of the PCs, now known as the Heroes of Legend, to the ancient elvenhome of the Silvanesti, drawn by reports of another Dragon Orb and the knowledge and armed might of that birthplace of the elven race.



Tracy Hickman, Series Concept
Harold Johnson, Director of Design

Margaret Weis
J. Jeffrey Grubb
Larry Elmore
Bruce Nesmith
Garry Spiegler
Laura Hickman

Douglas Niles
Elizabeth Riedel
Mike Breaux
Michael Dobson
Carl Smith
Roger Moore

CANTICLE OF THE DRAGON

Out of the darkness of dragons,
out of our cries for light
In the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Paladine, the Great God of Good
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the Queen of Darkness,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled the long summers of good,
shone like a meteor
in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the streams
blackened and thickened under the silent moon.
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of cities
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We had yet to hear their answer.

Then to the east, to the Sunken City
scarred in its loss of blue light,
came the Heroes, the Innfellows, heirs to the burdens,
out of their tunnels and their arching forests,
out of the lowness of plains, the lowness
of huts in the valleys,
the stunned farms under the warlords and darkness.
They came serving the light.
the covered flames of healing and grace.

From there, pursued by the armies,
the cold and glittering legions, they came
bearing the staff to the arms of the shattered city,
where below the weeds and the birdcall,
below the vallenwood, below forever,
below the riding darkness itself,
a hole in the darkness called to the source of the light,
drawing all light to the core of light,
to the first fullness of its godly dazzle.

Draconians (Dragonmen)

BAAZ

FREQUENCY: *Uncommon*

APPEARING: 2-20

ARMOR CLASS: 4

MOVE: 6"/[15"]/18"

HIT DIE: 2

% IN LAIR: 5%

TREASURE TYPE: J, K, L, U

ATTACKS: 1 or 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *None*

MAGIC RESISTANCE: 20%

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful Evil (Chaotic)*

SIZE: M (5 1/2 ft.)

PSIONIC ABILITY: *Nil*

Modes: *Nil/Nil*

XP: 81 + 1/hp



BOZAK

FREQUENCY: *Uncommon*

APPEARING: 2-20

ARMOR CLASS: 2

MOVE: 6"/[15"]/18"

HIT DIE: 4

% IN LAIR: 15%

TREASURE TYPE: U

ATTACKS: 1 or 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: *Spell use*

SPECIAL DEFENSES: + 2 *savings throws*

MAGIC RESISTANCE: 20%

INTELLIGENCE: *High*

ALIGNMENT: *Lawful Evil*

SIZE: M (6ft. +)

PSIONIC ABILITY: *Nil*

Modes: *Nil/Nil*

XP: 175 + 4/hp

Draconians (Dragonmen)

Draconians, or dragonmen, are the basic troops of the dragon highmasters. Their origins are unknown to anyone in this section of Krynn. Three types of draconians have been encountered so far.

All draconians have wings, but the types encountered so far can truly fly for no more than one melee round. All draconians have three movement rates: walking, running on all fours while flapping their wings, and gliding. They must use all four limbs and have their wings free to use the second movement

rate. Draconians prefer to charge this way, carrying their weapons in their teeth. They can glide from any height for a distance of 4 times greater than the height from which they launch. Draconians move at a rate of 8" in snow or ice.

Baaz: These draconians are generally the smallest of the species, and thus the easiest to pass off as humans. At the bottom of the draconian social order, they serve all other ranks of dragonmen. However, because of a quirk in their origins, these draconians often tend to be chaotic in nature and self-serving when they can get away with it.

Baaz are often encountered in disguise. They can conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies. Dragon highmasters often use the Baaz in this manner just before an invasion.

When a Baaz reaches 0 hit points, he turns at once into what appears to be a stone statue. If anyone hits the stone form of the Baaz with a melee weapon, he must make a Dexterity Check at -3 or his weapon is stuck in the draconian. The statue crumbles to the dust after 1-4 melee rounds have passed. Any weapons stuck in the draconian are then freed. Only the body of the Baaz turns to

draconians (Dragonmen)

KAPAK

FREQUENCY: *Uncommon*
APPEARING: 2-20
ARMOR CLASS: 4
MOVE: 6"/[15"]/18"
HIT DIE: 3
% IN LAIR: 15%
TREASURE TYPE: K, L, M
ATTACKS: 1
DAMAGE/ATTACK: 1-4 + poison
SPECIAL ATTACKS: Acid pool
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average
ALIGNMENT: Lawful Evil
SIZE: M (6 ft.)
PSIONIC ABILITY: Nil
Modes: Nil
XP: 105 + 3/hp



stone and then crumbles. Any armor or weapons it carries are unaffected.

Bozak: Bozak draconians are magic-users, and have a higher resistance to magic than other draconians (see their saving throw modifier). Bozak can cast magic spells as fourth level magic-users. They are quite intelligent and very devoted to the purposes of the dragon highmasters. They never show mercy once they attack. However, they will not destroy an opponent if they believe their cause can be advanced by sparing the life.

When a Bozak reaches 0 hit points, his scaly flesh suddenly dries and crumbles from

his bones. The bones then explode, doing 1d6 points of damage to anyone within 10 ft. (no saving throw).

Kapak: Kapak draconians are distinguished by their venomous saliva, which paralyzes any creature failing a save vs. poison for 2-12 turns. They often lick the blades of their weapons (commonly shortswords) before combat, envenomating them for 3 rounds. A Kapak takes 1 full round to poison the blade again after the first venom has worn off.

Kapaks are larger than Baaz, and frequently bully and abuse their smaller cousins. The dragon highmasters endeavor to keep dif-

ferent types of draconians separated in order to prevent trouble.

When a Kapak reaches 0 hit points, his body immediately turns to acid and spreads into a 10-ft.-diameter pool on the ground. Any character in the area where the Kapak died takes 1d8 points of damage per round from the acid. The acid dissolves other materials at the rate of 1 in. per round. Use the Saving Throw Matrix for Magical and Non-Magical Items in the DMG. All items possessed by the Kapak become useless.

monsters



Thanoi (Walrus-men)

Frequency: Uncommon
#Appearing: 1-20
Armor Class: 4
Move: 9"/15"
Hit Dice: 4
% in Lair: 25%
Treasure Type: Individuals M; in lair C
#Attacks: 1 or 2
Damage/ Attack: By weapon or tusks (1-8)
Special Attacks: None
Special Defenses: Immune to cold
Magic Resistance: Standard
Intelligence: Below Average
Alignment: Lawful Evil
Size: Large (8 ft.)
Psionic Ability: Nil
Modes: Nil/Nil

Thanoi are a bizarre blend of the human and walrus races. The creatures have huge, padded feet, stocky arms with fingers capable of holding a weapon or casting a spear, and faces much like walruses. Two huge tusks grow from a thanoi's mouth, jutting wickedly downward. The beast may use these to attack (1-8 points of damage each), or it may use a weapon, gaining a strength bonus of +2 to damage only.

A group of thanoi always has a leader of 5 hit dice. This leader is usually the meanest

and most aggressive thanoi of the band. The walrus-men are a vicious race, enjoying the torment of other creatures; often thanoi kill for the sheer joy of it. Their primary food source is the fish that are trapped in the ice-covered lakes on Icewall Glacier. They are not above eating carrion, bear meat, or any other protein that fate sends in their direction.

Thanoi are protected by a tough leathery skin and a thick layer of fat. They can swim in arctic waters with no danger of suffering from the cold. In fact, thanoi are immune to all forms of cold, both natural and magical. This immunity has its disadvantages: a thanoi loses one hit die per week while exposed to a "warm" (above freezing) climate. Thanoi also take an extra point of damage per die from fire-based attacks.

Although large and clumsy-looking, a thanoi can maneuver its bulk surprisingly well. Their clawed feet enable them to maintain a good pace over ice or snow.

Ice Bears

Frequency: Uncommon
#Appearing: 1-4
Armor Class: 6
Move: 12"
Hit Dice: 6 + 2
% in Lair: Nil
Treasure Type: Nil

#Attacks: 3 (claw/claw/bite)
Damage/Attack: 1-8/1-8/2-16
Special Attacks: Hugs for 2-12
Special Defenses: Immune to cold
Magic Resistance: Standard
Intelligence: Semi-intelligent
Alignment: Neutral
Size: Large (12 ft. +)
Psionic Ability: Nil
Modes: Nil/Nil

These great white bears are carnivores that mainly eat fish. Any other prey that stumbles into an ice bear's path is likely to be consumed as well, however. While their color is that of a polar bear, ice bears more closely resemble cave bears in size and ferocity.

Ice bears and thanoi have established an unusual cooperative relationship. Although occasionally seen in small groups of their own kind, most ice bears are found with the walrus-men. Ice bears have an uncanny ability to track prey over snow and ice, and the thanoi use them for this purpose, sharing the reward, if any, with the bears. If no new snow has fallen, an ice bear has a 100% chance to follow a trail one day old or less. For each day since the trail was made, subtract 10%. Another 10% is subtracted for every inch of snow that has fallen. A roll must be made once per day—if successful the ice bear can follow it for the entire day, otherwise the trail is lost forever.

Raggart Knug, Cleric of The Ice Folk

Tenth Level Lawful Good Cleric

Strength 8	Dexterity 9
Intelligence 12	Constitution 9
Wisdom 15	Charisma 8
THAC0 13	Hit Points 33
Armor Class 5	Movement 12"

Wears *leather armor* +2. Carries shield and mace.

The frailty of this old man is well concealed by bulky furs. Only his face, thin and covered with wrinkles, betrays his age. His eyes sparkle with wisdom and humor, and his voice is kindly.

Raggart is the descendant of a long line of clerics, all pledged to await the return of the true gods to Krynn. He is familiar with the symbols that represent the true gods-including the medallion that will be worn by any PC cleric-and will herald the discovery of a spell-casting cleric as a sign that the true gods have returned.

The Revered Cleric of the Ice Folk is the only person able to craft the *Frostreavers* (see page 32), though he may not wield the weapons in battle. In exchange for knowledge of the true gods, he will provide the party with a Frostreaver before the heroes continue their quest.

Tasselhoof Burrfoot 7TH LEVEL KENDER THIEF

ABILITIES

Languages: COMMON, KENDER

Thief Skills: PICK POCKETS 65%, OPEN LOCKS 62%, FIND TRAPS 55%, MOVE SILENTLY 65%, HIDE IN SHADOWS 58%, HEAR NOISE 30%, CLIMB WALLS 79%, READ LANGUAGES 30%.

Kender Talents: **Taunt:** KENDER ARE MASTERS AT ENRAGING OTHERS BY VERBAL ABUSE. ANY CREATURE A KENDER TAUNTS MUST SAVE VS. SPELLS OR ATTACK WILDLY AT ONCE FOR 1-10 ROUNDS AT A -2 PENALTY TO HIT AND A +2 PENALTY TO ARMOR CLASS.

Fearlessness: KENDER ARE IMMUNE TO FEAR, INCLUDING MAGICAL FEAR. THEY ARE CURIOUS ABOUT EVERYTHING, A TRAIT THAT OFTEN GETS THEM INTO TROUBLE.

Harald Haakan, Chieftain of The Ice Folk

Fourteenth Level Lawful Good Fighter

Strength 18/54	Dexterity 10
Intelligence 13	Constitution 15
Wisdom 14	Charisma 14
THAC0 5	Hit Points 88
Armor Class 1	Movement 9"

Wears *chain mail* +2. Carries *shield* +1 and *Frostreaver* (+4 battle axe).

Harald is the fierce and proud leader of the people of the Ice Reaches. His face is framed by a flowing mass of red hair and a long beard of the same color. A large nose pokes out from this mass of hair; the eyes above are a deep, icy blue. Harald is a huge, heavyset man, nearly seven feet tall and weighing over three hundred pounds. His clothing is made of pure white furs.

Harald takes his duties as chieftain very seriously. Everything he does is motivated by his concern for the Ice Folk. He is superstitious and distrusts anything he does not understand, including most forms of magic. Quick to anger, Harald is also quick to admit mistakes. Often, however, the victim of the mistake is no longer capable of accepting the apology.

Harald has been gravely disturbed by the appearance of minotaurs and other evil creatures in the Ice Reaches in recent months. The thanoi are an ancient enemy of his race, but their increasingly aggressive behavior has contributed to his concern. For many months, his warriors have returned from hunting trips with reports of having seen a great white serpent soaring high above the glacier, flying to and from Icewall Castle. Harald senses an evil master plan behind these events, and thus he is very suspicious of strangers, and cautious in all endeavors.

Feal-Thas, Dragon HighLord of The White Wing

Seventh Level Chaotic Evil Elven Fighter/Magic-User

Strength 18/35	Dexterity 17
Intelligence 13	Constitution 10
Wisdom 11	Charisma 8
THAC0 13	Hit Points 33
Armor Class -2	Movement 9"

Spells:

Level 1: *Charm Person, Hold Portal, Detect Magic, Read Magic*

Level 2: *Web, Mirror Image, Ray of Enfeeblement*

Level 3: *Dispel Magic, Slow*

Level 4: *Polymorph Other*

Wears *chain mail* +2. Carries *shield* +1 and *longsword* +2

Feal-Thas is a slender elf, unusually dark-skinned. His armor and shield are of gleaming black, and his dark eyes seem to glow with the fire of madness.

Feal-Thas has sold out his race and his lands in return for promises of great power from the Dragon Highlords. Any elven characters with the party serve as reminders of his treachery, inciting him into a berserker-like rage when attacking those characters. Feal-Thas gets a +2 to hit elven characters.

Despite his treasonous nature, Feal-Thas is not afraid to die. He will stand his ground courageously, using spells and his longsword intelligently.

Sleet, An Ancient, Huge White Dragon

Chaotic Evil	Cold Breath
Hit Dice 7	Hit Points 56
THAC0 14	Movement 12"/30"
# of Attacks 3	Damage 1-4/1-4/2-16
Armor Class 3	

Sleet's Treasure Pile:

3000 platinum, 24,000 gold, 12,000 electrum, 40,000 silver.

Wand of Fireballs (2 charges)

Potions, 2 doses apiece: *Gaseous Form, invisibility, healing, speed*.

Ring of Fire Resistance

10 +2 arrows

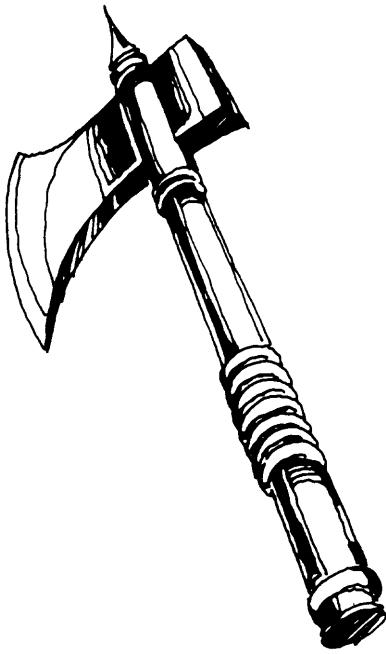
Rope of Entanglement

Orb of Dragonkind (see page 32)

Sleet has no spell-casting ability, but attacks savagely with her breath and other natural weaponry. She will use only two breaths in combat, saving the third to make good her escape, if necessary.

If reduced to half her hit points, Sleet will leap through the waterfall behind her and freeze it solid with her last breath. It will take the heroes at least one turn to hack through the mass of ice created, and by that time Sleet will have fled up her escape tunnel and reached the exit onto the glacier.

Magical Items



Frostreavers

A *Frostreaver* is a *heavy battle axe +4* made out of ice. This ice is taken from a secret location on Icewall Glacier where tremendous pressure, exerted for centuries, has created ice of extraordinary density. Specially treated by the Ice Folk, using the oil of the thanoi among other things, a blade of exceptional strength is created.

Only the Revered Cleric of each tribe of Ice Folk possesses the knowledge needed to create the *Frostreavers*. Each blade requires an entire month of effort by the cleric, so these are rare and valuable weapons.

The weakness of the blade is its nature: temperatures above freezing cause the ice to melt, rendering the blade worthless. Even though the ice is superhard and very dense, one day at a temperature above freezing will cause it to soften and become useless as a weapon. In a very hot environment, this softening occurs in only three hours.

Because of the weight of these weapons, a *Frostreaver* can only be wielded by a character with a strength of 13 or greater.

Glasses of Arcanist

These magical lenses are set in solid platinum frames. The frames are so narrow that the glasses will only fit on a halfling or an elf.

The *Glasses of Arcanist* were designed by the mage Arcanist several centuries before the Cataclysm and have lain unused in the secret library for nearly 200 years.

The glasses enable their wearer to read all writings, rendering a perfect translation of any topic in any language. Magical scrolls and spellbooks can also be read using these glasses.

Unfortunately, some concepts will be impossible for the reader to grasp despite the glasses' perfect translation. Therefore, the DM should make an Intelligence Check for each paragraph or section of writing that is read using the glasses. If the check is successful, the message is understood. If the check fails, the message is garbled such that one word in the message is significantly changed for each number that the check fails by.

Thus, if a character with an Intelligence of 12 receives a "17" result from the DM's check, five words will be garbled. The message "The hobgoblin army assembles before Pax Tharkas at dawn-prepare an ambush to meet them a mile down the valley" might become "The elephant army assembles before Pax Tharkas last year-prepare a banquet to meet them a mile down the ocean."

ORB of the Silver dragon

This powerful artifact is a fragile, etched crystal globe that is approximately 10 inches in diameter when not in use; if the command words (see below) are spoken, the globe expands to 20 inches in diameter. Imprisoned within the *Orb* is a red dragon; this is the source of the *Orb*'s power.

This *Orb*, and two others with similar powers, were employed long before the Cataclysm for the purpose of destroying evil dragons-at least, this is the legend that has trickled down through the centuries. This is all the PCs know about the *Dragon Orbs*. They have no idea how the *Orbs* function. The *Orbs*' actual primary function is to *summon* evil dragons. Powerful mages of old would *summon* serpents with the *Orbs* and then destroy them with other magic.

Any character attempting to use the *Orb* must gaze into it and speak the command words (Argentum Commandares) inscribed on the *Orb*'s surface. This character must make a saving throw vs. magic or he will be *charmed* by the dragon within the *Orb*. You should secretly roll the saving throw for the character, not informing the players of what you're doing.

If the character saves against the *charm*, any evil dragons within 10-40 miles (roll a d4) hasten to the *Orb*. These dragons attack any non-evil creatures they find near the *Orb*. If the campaign situa-

tion does not specify the location of nearby dragons, there is a 33% (a 1 or 2 on a d6) chance that 1-3 dragons will show up. Each dragon arrives separately, 1-6 turns after the previous one. Randomly determine the ages, sizes, and colors of the *summoned* dragons unless campaign considerations dictate a certain result (white dragons while the party is on the glacier, for example).

If the character fails the saving throw, no dragons are *summoned*, but the character is *charmed* by the evil dragon within the *Orb*. Inform the player (when you can speak to him alone without being obvious) that his character has been *charmed* and will act normally unless told otherwise.

Although the dragon knows nothing about the current state of affairs in Krynn, it will steer the controlled character so as to aid the cause of evil. This is done subtly so that the other PCs suspect nothing, until a critical point is reached (for example, if the PCs are attacked by evil creatures who stand a good chance of killing or capturing the party). Then the *charmed* character(s) will turn against the party if it appears that doing so will swing the battle over to the evils.

The *Orb* has the secondary abilities of *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Whenever it is used for any of these functions, the character must save vs. *charm*, and a check is made to see if the *Orb* has attracted any evil dragons.

Any character who gazes into the *Orb* and speaks the command words knows of the *Orb*'s secondary functions and will inform the party of these, even if the character is *charmed*. No one who activates the *Orb* knows of its primary function (*summon* dragons) or of the *charm* effect.

Detect magic and *detect evil* spells show positive results if cast on the *Orb* or any *charmed* character.

For purposes of dispelling, treat the *charm* effect as if the spell was cast by an 11th level magic-user.

Map of the Ice Reaches and the new Tarsian Coast

1 hex equals 3 miles

Tarsis

East Road

Ice Coast Road

Zeenaak

Icemountain
Bay



Icewall Glacier

Icewall Castle

Icewall
Pass



Map of the Ice Reaches and the New Tarsian Coast

1 hex equals 3 miles

5
Tarsis

East Road

6

Old Coast Road

9

6

Ice mountain
Bay

Zecnak

9

Om's Wilderness Map



Icewall Castle

Icewall

Icewall Glacier

8

8

10

10

12

11



DragonLance™

CHARACTER CARDS

CUT OUT CARDS

Laurana-NPC 5TH LEVEL ELF FIGHTER

STR 13 WIS 12 CON 14 THAC0 16
INT 15 DEX 17 CHR 16 AL CG HP 30

AC 0 (CHAIN MAIL +1 AND SHIELD, DEX BONUS)

WEAPONS SHORT SWORD +2 (3-8/3-10)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, QUALENESTI ELF,
SILVANESE ELF

See back of card for more information.



Elistan 9TH LEVEL HUMAN CLERIC

STR 13 WIS 17 CON 12 THAC0 16
INT 14 DEX 12 CHR 16 AL LG HP 49

AC 4 (CHAIN MAIL AND SHIELD)

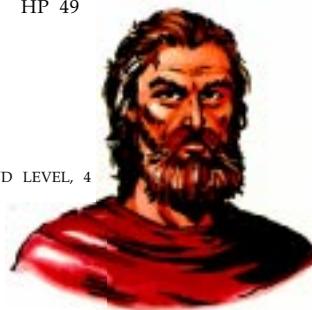
WEAPONS MACE +2 (4-9/3-8)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

ABILITIES Spell Use: 6 1ST LEVEL, 6 2ND LEVEL, 4
3RD LEVEL, 2 4TH LEVEL, 1 5TH LEVEL.

LANGUAGES COMMON, QUALENESTI
ELF, SEEKER

See back of card for more information.



Aaron Tallbow 8TH-LEVEL HUMAN FIGHTER

STR 15 WIS 10 CON 12 THAC0 14
INT 14 DEX 18 CHR 16 AL LG HP 49

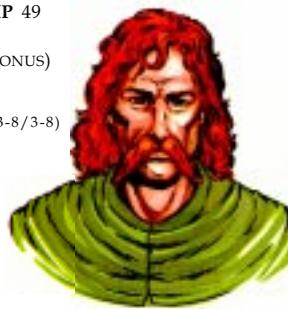
AC -1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

WEAPONS LONGSWORD (1-8/1-12)
LONGBOW +1 WITH FOUR ARROWS +2 (3-8/3-8)
QUIVER OF 20 NORMAL ARROWS (1-6/1-6)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES COMMON, ERGOTHIC, HYLO
KENDER, QUALENESTI ELF, SOLAMNIC

See back of card for more information.



Sturm Brightblade 10TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 11
INT 14 DEX 12 CHR 12 AL LG HP 74

AC 3 (CHAIN MAIL +2)

WEAPONS TWO-HANDED SWORD +3 (4-13/6-21)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, QUALENESTI ELF, SOLAMNIC

See back of card for more information.



GilThanas 5TH LEVEL ELF FIGHTER/6TH LEVEL ELF MAGIC-USER

STR 12 WIS 10 CON 12 THAC0 16
INT 14 DEX 16 CHR 13 AL CG HP 25

AC 1 (CHAIN MAIL AND SHIELD +1, DEX BONUS)

WEAPONS LONGSWORD +1 (2-9/2-13)
LONGBOW AND QUIVER OF 20 ARROWS (1-6/1-6)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

ABILITIES Spell Use: 4 1ST LEVEL, 2 2ND LEVEL,
2 3RD LEVEL PER DAY

LANGUAGES COMMON, QUALENESTI ELF,
SILVANESE ELF

See back of card for more information.



Derek Crownguard 9TH LEVEL HUMAN FIGHTER

STR 17 WIS 11 CON 16 THAC0 12
INT 12 DEX 13 CHR 12 AL LG HP 70

AC 3 (CHAIN MAIL +2)

WEAPONS HALBERD +1 (2-11/3-13)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM.

LANGUAGES: COMMON, ERGOTHIC,
QUALENESTI ELF, SOLAMNIC

See back of card for more information.



Flint Fireforge 7TH LEVEL DWARF FIGHTER

STR 16 WIS 12 CON 18 THAC0 14
INT 7 DEX 10 CHR 13 AL NG HP 70

AC 1 (PLATE MAIL +1 AND SMALL SHIELD)

WEAPONS 2 HAND AXES +1 (2-7/2-5)
DAGGER (1-4/1-3)

EQUIPMENT AS SELECTED BY PLAYER;
500 STL/1000 GPW MAXIMUM

LANGUAGES COMMON, HILL DWARF

See back of card for more information.



Tasslehoff Burrfoot 8TH LEVEL KENDER THIEF

STR 13 WIS 12 CON 14 THAC0 19
INT 9 DEX 16 CHR 11 AL N HP 34

AC 5 (LEATHER ARMOR, DEX BONUS)

WEAPONS HOOPAK: COMBINATION BULLET
SLING (2-5/2-7) AND +2 JO STICK (3-8/3-6)
DAGGER (1-4/1-3)

EQUIPMENT THIEVES' TOOLS, LEATHER MAP (CASE
AS SELECTED BY PLAYER; 500 STL/1000 GPW MAXI-
MUM

See back of card for more information.



Gilthanas is a handsome elf. He appears young, but his eyes reveal his true maturity. He moves nimbly and with quiet skill.

He is brother to Porthios and Laurana, and son of the Speaker of Suns. He knows about Tanis and Laurana, but is hesitant about their relationship.

Gilthanas served as a messenger and spy in the occupied dragonlands. While visiting Solace, he was captured by draconians. It was in captivity that he met the other heroes. After their rescue by elves, Gilthanas elected to accompany the heroes in their desperate mission to free the captives from Pax Tharkas. Rather than flee Qualinost with his people.

Gilthanas is brave and charming, with a love of adventure. In spite of the tragedies he has witnessed, his optimism and love of life are intact.

Laurana is the daughter of the Speaker of Suns and sister to Gilthanas and Porthios. She grew up with great privilege, not only as a princess, but also as an exceptionally beautiful elf-maid. She became very spoiled in childhood, but her heart is good. She is used to getting her own way, and is skilled in using her good looks and charm to advantage. She is a skilled diplomat.

In childhood, she and Tanis were "pledged," although she took their relationship more seriously than did he. She still has feelings for Tanis.

Although Laurana is immature, she possesses great inner strength and the potential for greatness. The trials and dangers she faces will call out her inner strength and cause her to grow into a mature, capable, woman. However, in her maturity she will not lose the virtues of youth-optimism, love, and an inner belief in love and happiness.

© 1985 TSR, Inc. All Rights Reserved

Derek Crownguard is a knight of Solamnia belonging to the Order of the Rose. He is a quiet, dour individual, forthright in his opinions. Steadfast in his belief in the Order and the ultimate triumph of good over evil. In battle, he attacks with savage ferocity, uttering the Order's famous battle cry, "For the Crown!" He is very skilled in the use of the halberd.

Lord Gunthar, the leader of the Knights of the Crown, has charged Derek with the recovery of a **Dragon Orb**: an ancient crystal globe rumored to give its possessor power over dragons. Derek, Aaron Tallbow, and a small party of Solamnic Knights have journeyed far from the lands of Solamnia in search of this **Orb**. Their search has led them to the ancient port city of Tarsis. Now far inland, where they have found a group of adventurers searching for a way to defeat the Dragon Highlords.

Derek and Aaron wish to join the adventurers and will aid any effort to oppose the plans of the Dragon Highlords.

© 1985 TSR, Inc. All Rights Reserved

© 1985 TSR, Inc. All Rights Reserved

Flint Fireforge, a grandfatherly dwarf, is the oldest. His father fought in the Dwarfgate War, when the Hill Dwarves sought refuge in the dwarfrealm of Thorbardin. Flint grew up hearing stories of the treachery of the mountain dwarves. He left the hills to seek his fortune, but planned to return and save his people.

He was captured by gully dwarves, and held prisoner for three years. When he escaped, he returned home, but the dwarves had moved on. He wandered, making a living as a tinker, and eventually settled in Solace.

While visiting Qualinost, where his work was in demand, he met Tanis, and recognized a kindred spirit. Flint has a deep regard for the innfellows, but has a special bond with Tanis. He hates Aghar, and is deeply suspicious of all other dwarven races except his own. He is brave, but very cynical.

© 1985 TSR, Inc. All Rights Reserved

© 1985 TSR, Inc. All Rights Reserved

Tasslehoff Burrfoot left the homelands of the Kender as a child to accompany his parents, who were great wanderers. When he reached adulthood, he wandered off on his own, as many Kender do.

Tas was hard hit by wanderlust, and it was several years before he arrived in Solace, carrying everything necessary to a Kender's survival: a case full of pre-cataclysm maps (Tas loves maps), a coil of strong rope, his hoopax slings, and another bag full of odds and ends he had "acquired"—for Tas, like most Kender, is a "handler" (the term "thief" is considered in poor taste.)

He met Flint when he "accidentally" acquired an arm bracelet Flint had made. Tas has unstoppable curiosity (another Kender characteristic), a quick wit, great energy, and a good sense of humor. Kender do not feel the emotion of fear.

© 1985 TSR, Inc. All Rights Reserved

© 1985 TSR, Inc. All Rights Reserved

Laurana is the daughter of the Speaker of Suns and sister to Gilthanas and Porthios. She grew up with great privilege, not only as a princess, but also as an exceptionally beautiful elf-maid. She became very spoiled in childhood, but her heart is good. She is used to getting her own way, and is skilled in using her good looks and charm to advantage. She is a skilled diplomat.

In childhood, she and Tanis were "pledged," although she took their relationship more seriously than did he. She still has feelings for Tanis.

Although Laurana is immature, she possesses great inner strength and the potential for greatness. The trials and dangers she faces will call out her inner strength and cause her to grow into a mature, capable, woman. However, in her maturity she will not lose the virtues of youth-optimism, love, and an inner belief in love and happiness.

Elistan was once a seeker priest and worshipped false gods. When the dragonarmy took Haven, he was captured and brought to Pax Tharkas. He met a fellow prisoner, Goldmoon, a cleric of the goddess Mishakal. When she used the long-lost healing magic, he knew she held the true faith.

He was brought before Verminaard and tortured when he would not join the dragon highmaster cause. He was rescued along with the refugees of Pax Tharkas, and became a leader once again—but with a difference. Goldmoon shared with him knowledge of the true gods, and his faith was changed. Overnight, through deep prayer, he became a true cleric in the service of Paladine, the highest god.

Elistan now devotes his life to the service of Paladine and the welfare of his people. Although a man of peace, he does what is needed for his cause.

Aaron Tallbow comes from a long line of Solamnic Knights of the Order of the Crown. He has devoted his life to the perfection of the archer's arts and is now renowned as one of the finest bowmen in Solamnia.

Aaron is an easygoing and pleasant person, with a ready laugh and pervasive good humor. He is tall and lean, with the flowing red hair and the distinctive mustache of the Knights. He has been instructed by the Lord of the Rose to join Derek Crownguard and other Knights on a quest for an **Orb of Dragon Control**. Rumor, the only source of information on this mystical item, attributes to the **Orb** the power by which magicians of old destroyed the dragons. The Knights are searching for a party of adventurers rumored to be seeking the downfall of the Highlords.

The **Orb**, if it truly exists, is said to reside far to the south of Solamnia in the lands of Tarsis.

Sturm Brightblade is the son of a Solamnic Knight—an order that fell into disrepute as the northern kingdoms decayed. His father sent his mother and the young Sturm away to safety. When Sturm reached adulthood, he received his father's legacy—the sword and ring of the Knights. When the innfellows left Solace, Sturm traveled north to take his father's place in the Knights of Solamnia. He searched in vain. No trace of the order could be found.

In spite of that, Sturm has adopted the ideals of knighthood, and believes in the Solamnic motto, **OBEDIENCE UNTO DEATH**. His deepest goal is to die bravely in battle against evil. He is a man of military bearing, of great dignity, of absolute fearlessness in the face of death. He is honest, forthright, and deeply concerned for the welfare and safety of others. His greatest wish is to become a knight of Solamnia.

© 1985 TSR, Inc. All Rights Reserved

© 1985 TSR, Inc. All Rights Reserved

COMBINED MONSTER STATISTICS CHART

NAME	AC	MV	HD	hp	#AT	DMG	SA	SD	AL	THAC0	BOOK	ABBREVIATIONS
Assassins	4	12"	3	V	1	1-8	Yes	No	LE	20	PH-28	AC = Armor Class
Bandits	6	12"	1	V	1	1-6	No	No	CE	20	M-66	AL = Alignment
City Guards	4	9"	1	V	1	1-8	No	No	LN	20	M-66	#AT = Number of attacks per round
City Guard Capt.	2	9"	5	V	1	3-10	No	No	LN	15	PH-22	CE = Chaotic Evil
Draconian, Baaz	4	6"/[15"]/18"	2	V	1 or 2	1-8 or 1-4/1-4	No	No	LE	16	DL 6-28	DL 6-(X) = Found in DL 6, page (X)
Draconian, Bozak	2	6"/[15"]/18"	4	V	1 or 2	1-8 or 1-4/1-4	Yes	Yes	LE	15	DL 6-28	DMG = Damage
Draconian, Kapak	4	6"/[15"]/18"	3	V	1	1-4 + poison	Yes	No	LE	16	DL 6-29	F(X) = As(X) level
Dragon, Blue, Old	2	9"/24"	10	60	3	3-24/1-6/1-6	Yes	No	LE	10	M-31	Fighter
Dragon, White, Sub-adult	3	12"/30"	7	21	3	2-16/1-4/1-4	Yes	No	CE	13	M-34	HD = Hit Dice
Dragon, White (Sleet)	3	12"/30"	7	56	3	2-16/1-4/1-4	Yes	No	CE	13	M-34	hp = hit points
Eagle, Giant	7	3"/48"	4	V	3	1-12/1-6/1-6	Yes	Yes	N	15	M-36	LG = Lawful Good
Elemental, Water	2	6"/18"	16	V	1	5-30	Yes	Yes	N	7	M-38	LN = Lawful Neutral
Goat	7	15"	1 + 2	V	1	1-3	Yes	No	N	18	M2-70	M-(X) = Found in MONSTER MANUAL I, page (X)
Ice Bear	6	12"	6 + 2	V	3	2-16/1-8/1-8	Yes	Yes	N	13	DL 6-30	M2-(X) = Found in MONSTER MANUAL II, page (X)
Ice Folk, Harald's Guard	5	9"	12	V	3/2	5-12	No	No	LG	6	PH-22	SA = Special Attacks
Ice Folk Warrior	5	9"	4	V	1	1-8	No	No	LG	18	PH-22	SD = Special Defenses
Merchant	9	9"	1	V	1	1-6	No	No	LN	20	M-69	T(X) = As (X) Level Thief
Minotaur	6	12"	6 + 3	V	2	2-8/1-8	No	Yes	CE	13	M-71	THAC0 = Base number to hit AC 0 (does not include racial, strength, or weapon bonuses)
Ogre	5	9"	4 + 1	V	1	1-10	No	No	CE	15	M-75	V = Varies
Oliphant	4	15"	8 + 4	V	4	3-12/3-12/3-12/3-12	Yes	No	N	12	M2-96	
Polar Bear	6	12"/9"	8 + 8	60	3	2-12/1-10/1-10	Yes	No	N	12	M2-16	
Remorhaz	0/2/4	12"	12	V	1	6-36	Yes	Yes	N	9	M-82	
Snow Leopard	6	12"	3 + 2	V		1-6/1-3/1-3	Yes	Yes	N	16	M-60	
Spy	8	12"	T7	27	1	2-9	Yes	No	LE	17	PH-26	
Taers	4	18"	3 + 6	V	3	1-6/1-4/1-4	Yes	Yes	N	15	M2-117	
Tarsian Men	7	12"	1	V	1	1-6	No	No	LN	20	M-68	
Thanoi	4	9"/15"	4	V	2	1-8/1-8	No	Yes	LE	15	DL 6-30	
Thieves	4	12"	T5	V	1	2-9	Yes	No	CE	18	PH-26	
Thugs	4	9"	F7	V	1	2-9	No	No	CE	15	PH-22	
White Stag	-5	24"	10	77	3	1-12/1-6/1-6	No	Yes	LG	10	M-92	
Wolf, Dire	6	18"	3 + 3	V	1	2-8	No	No	NE	16	M-101	
Wolf, Winter	5	18"	6	V	1	2-8	Yes	No	NE	13	M-101	
Woolly Rhinoceros	5	12"	10	V	1	2-12	Yes	No	N	10	M-82	
Wraith	4	12"/24"	5 + 3	V	1	1-6	Yes	Yes	LE	15	M-102	

Random Encounter Chart

In addition to the set Encounters and Events in this adventure, the following Random Encounters can occur at your discretion. You can alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, Random Encounters can add flavor and excitement to the game.

Use the following tables to set up a Random Encounter. Table 1 contains a list of all the areas that might be explored during the adventure. Next to each area is a column labeled "Check." This shows how often you should check to see if a Random Encounter occurs in that area. For example, "1/3 hours" means that you should make a Random Encounter check once every 3 game hours while in that area. To make a Random Encounter check, roll 1d10. If the result is 1, a Random Encounter takes place.

Next, look at the column labeled "Modifier." This gives the die roll modifier for each region. When an encounter occurs, roll 1d10 and add the region's modifier. The result is checked against Table 2 to determine the creatures encountered.

Table 1: Random Encounter Checks

Area	Check	Modifier
Tarsis	1/Hour	0
Plains of Dust	1 / 2 Hour	+ 6
Icewall Glacier	1/4 Hours	+ 14
Icewall Castle	1/Hours	+ 22

Table 2: Random Encounters

- 1-4 Merchants and families, fleeing
- 2-8 Thieves
- 3-20 City Guards
- 4-10 Baaz Draconians
- 5-10 Kapak Draconians
- 6-16 Dire Wolves
- 7-20 Bandits
- 8-21 Bozak Draconians
- 9- Spy (Attempts to alert draconians to the location of the PCs.)
- 10-1 Blue Dragon
- 11-1 White Stag (Stays ahead of party, leading them on best path. Disappears after traveling 3-6 map hexes.)
- 12-24 Ogres

- 1-6 Wraiths
- 1-8 Oliphants
- 1-4 Giant Eagles
- 2-20 Goats
- 1-6 Thanoi
- 1-1 Woolly Rhinoceros
- 11-20 Taers
- Snow-covered Crevasses
- 3-18 Warriors of the Icefolk
- 1-4 Ice Bears
- 2-12 Thanoi
- 1-6 Snow Leopards
- 2-8 Minotaurs
- Feal-Thas and Sleet
- 2-12 Minotaurs
- 2-8 Winter Wolves
- 3-12 Thanoi
- 2-8 Ice Bears
- 1-2 Sub-adult White Dragons
- 1 Water Elemental

Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Ice

Douglas Niles

* BOOKS * MODULES * MINIATURES

The DRAGONLANCE™ saga continues!

The refugees from Pax Tharkas are safe in the dwarven kingdom of Thorbardin. You are in the ancient port of Tarsis searching for ships to bear them out of the dragonarmy's reach.

But nothing in silent Tarsis is as you expected. The sea receded in the Cataclysm; no ship will ever set sail from Tarsis again. Draconians openly roam the deserted city streets.

A new quest is before you: to find one of the legendary Dragon Orbs, mighty weapons that destroyed the dragons in ancient times.

Your path leads you to Icewall Castle, abode of an awesome white dragon and her minions. What awaits on the treacherous glacier? Can you defeat the evil guardians of the castle and recover the Orb of the Silver Dragon?

"Dragons of Ice" is the fifth DRAGONLANCE adventure for use with the ADVANCED DUNGEONS & DRAGONS® game system and begins the Second Book of the DRAGONLANCE saga. You can play this adventure by itself, or as part of the grand quest that spans the entire DRAGONLANCE story.

An adventure for Character Levels 6-9

© 1985 TSR, Inc. All rights reserved. Printed in the U.S.A.

TSR, Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

ISBN 0-88038-091-8
394-54551-6TSR0600

